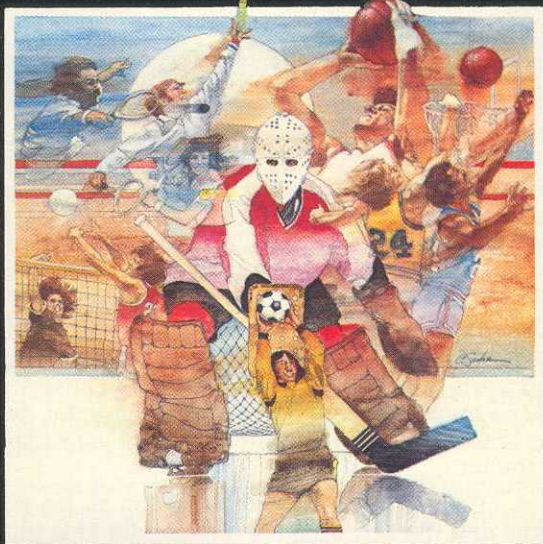



VIDEO OLYMPICS^{T.M.} GAME PROGRAM^{T.M.} INSTRUCTIONS

MODEL CX2621




ATARI[®]

 A Warner Communications Company

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

Use your Standard Paddle Controllers with this game program. Be sure to plug the Controller cable firmly into the VIDEO COMPUTER SYSTEM™ jacks. See your Owner's Manual for details. During four-player games, you will need another set of Controllers to play. Controllers are available from your local Atari dealer. For two-player games plug the Standard Controllers into the left side of the Console.



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

CONTROLLER ACTION

Turn the knob to move the paddles. Press the red Controller button to speed hit, WHAMMY™, CATCH™. the ball or jump the paddle depending on the game you play. Some games give you a particular game feature to use in competition. Activate these game features with the red Controller button: **Speed** - When you want to add some speed to the return ball, press the red Controller button as the ball makes contact with your paddle.

WHAMMY™. - Put sharper angles on your return hits. Press the red Controller button as the ball makes contact with the paddle. The angle will continue on your return hit as long as you press the red Controller button or until your opponent returns the hit.

CATCH™. - Press the red Controller button as the ball hits the paddle and the ball sticks to the paddle. Use this time to plan strategy, aim a hit or pass to a team paddle. But move slowly and carefully. The ball will fly off the paddle if you make fast or sudden movements.

Jump - Make the paddle jump up to hit or spike the ball during certain games. Just press the red Controller button and your paddle will jump from the bottom of the playfield to the playfield center. Be sure to activate the jump before the ball passes through the playfield center or the ball will travel through the paddle instead of bouncing off the paddle.

NOTE: To see what game features each game offers, check the game matrix at the conclusion of each game description.

DIFFICULTY

Slide the Difficulty switch from "B" to "A" position and your paddle is reduced to half size.

PONGTM

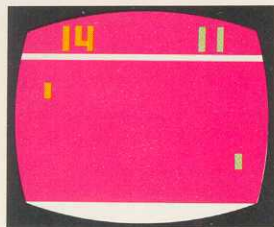
PongTM is played much like tennis. Using a Controller, each player rallies the ball by moving the paddles on the playfield.

Paddles move only vertically on the playfield. When one player controls more than one paddle, all the paddles move together in unison. If there are two players on one team, the second player's paddle will be striped. Each team's paddles are color coordinated with the scores at the top of the playfield. The right hand score refers to the right Controller player or team; the left number shows the left Controller player or team score.

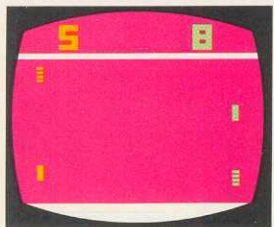
A player or team scores one point when the opponent hits the ball out of bounds or misses a hit. The first player or team to score 21 points wins the game.

The last player or team to score always serves the ball. Serve by pressing the red Controller button after waiting at least one second after the point is made. If there are two players on one team, either player can serve. In Robot Pong, the computer always serves the ball to the player...who lost the point.

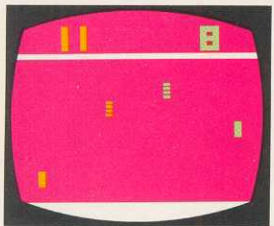
NOTE: In two-player games, plug your standard paddle Controllers into the left side of the Console. Each player will have a solid paddle on the playfield.



PONG™ Playfield



PONG™ 4 Playfield



PONG™ 4-I Playfield

Robot Pong™.

(One-Player Gamer)

One player controls the right paddle and competes against the left paddle controlled by the computer.

Pong™.

(Two-Player Game)

Two opposing players each control one paddle.

Pong™. 4

(Four-Player Game)

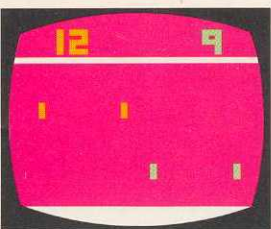
It's a doubles game of Pong with two players on each team! Each player controls one paddle. Try playing zones with your partner. You cover the upper half of the playfield while your partner plays the bottom playfield half.

Pong™. 4-I

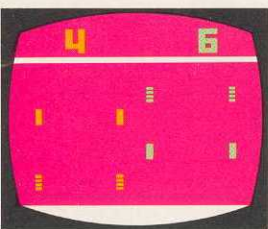
(Four-Player Game)

Four players can play this game. It's as simple as a doubles game of tennis. Two players are on each team. One team player controls the paddle at the net; the other team player covers the back court.

	Pong				Pong 4		Pong 4-I	
Game No.	1	2	3	4	5	6	7	8
Number of Players	1	1	2	2	4	4	4	4
Speed	Blue	White	Blue	White	Blue	White	Blue	White
Whammy	White	Orange	White	Orange	White	Orange	White	Orange



SUPER PONG™. Playfield



SUPER PONG™. 4 Playfield

Super Pong™.

(Two-Player Game)

Each player controls two paddles. Two opposing players rally to score.

Super Pong™. 4

(Four-Player Game)

It's a doubles game of Super Pong! With two players on each team, each player controls two paddles.

	Super Pong	Super Pong 4
Game No.	9 10	11 12
Number of Players	2 2	4 4
Speed	Blue	Blue
Whammy	White	Orange

SOCCER

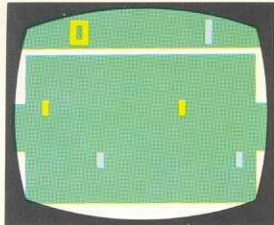
Get ready to kick that ball into the goal. Each player uses a hand-held Controller to move the kickers on the playfield. When you turn the Controller knob, your kickers move together in unison.

A player or team scores one point when the ball is kicked into the goal. The first player or team to score 21 points wins the game.

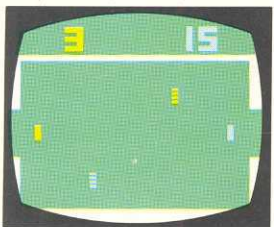
Each team's soccer kickers are color coordinated with the score at the top of the playfield. The right hand score refers to the right Controller team or player; the left score shows the left Controller player or team score. If there are two players on one team, the second player's kicker will be striped.

The last team to score puts the ball into play. Put the ball into play by pressing the red Controller button after waiting at least one second after the point is made. If there are two players on one team, either player can put the ball into play.

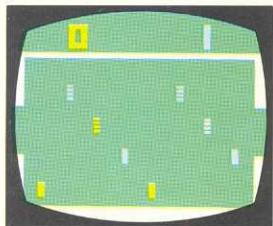
NOTE: In two-player games, use the left set of Controllers.



SOCCER Playfield



SOCCER 4-I Playfield



SOCCER 4-II Playfield

Soccer

(Two-Player Game)

Two opposing players each control two kickers.

Soccer 4-I

(Four-Player Game)

Double your soccer fun with a soccer doubles game. Two players are on each team; each player controls one kicker.

Soccer 4 - II

(Four-Player Game)

Two players are on each team. Each player controls two kickers.

	Soccer		Soccer 4-I		Soccer 4-II	
Game No.	13	14	15	16	17	18
Number of Players	2	2	4	4	4	4
Speed	Blue		Blue		Blue	
Whammy		Red		Red		
Catch						Purple

FOOZPONG™

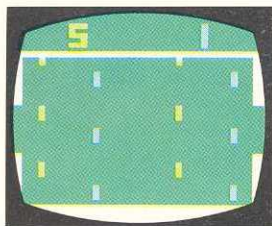
Each player or team controls two vertical rows of paddles that move simultaneously. The object? To knock the ball into the goal. A player or team scores one point for every goal. The first player or team to score 21 points wins the game.

If there are two players on one team, the second player's paddle is striped. Each team's paddles are color coordinated with the score that appears at the top of the playfield. The right hand score refers to the right Controller player; the left number shows the left Controller player's score.

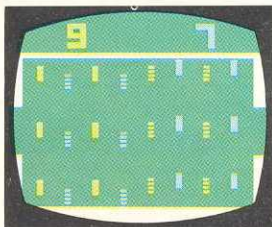
The last player or team to score serves the ball. Serve by pressing the red button after waiting at least one second after the last point is made.

Note that the vertical movement of each row is restricted; each paddle can move across half the playfield. There are four paddles per row, but only three paddles on the row appear on the playfield at one time.

NOTE: In two-player games, use the left set of Controllers.



FOOZPONG™ Playfield



FOOZPONG™ 4 Playfield

Foozpong™.

(Two-Player Game)

Two opposing players each control two rows of paddles.

Foozpong™ 4

(Four-Player Game)

A doubles game of FoozPong! Two players are on each team, and each player controls two rows of paddles.

	Fooz: Pong		Fooz: Pong 4	
Game No.	19	20	21	22
Number of Players	2	2	4	4
Speed				
Catch				

VIDEO OLYMPICS^{T.M.}



	PONG ^{T.M.}								SUPER PONG ^{T.M.}				SOCCER				FOOZPONG ^{T.M.}					
Game Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Number of Players	1	1	2	2	4	4	4	4	2	2	4	4	2	2	4	4	4	4	2	2	4	4
Speed-Up	■		■		■		■		■		■		■		■		■		■		■	
Whammy ^{T.M.}		■		■		■		■		■		■		■		■						
Catch ^{T.M.}																		■		■		■
Jump																						

	HOCKEY								QUADRAPONG ^{T.M.}				HANDBALL				VOLLEYBALL				BASKETBALL							
Game Number	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
Number of Players	2	2	2	2	2	2	4	4	4	4	4	4	2	2	4	4	2	2	4	4	2	2	2	2	4	4	4	4
Speed-Up	■		■		■		■		■		■		■		■													
Whammy ^{T.M.}		■		■		■		■		■		■		■		■						■						
Catch ^{T.M.}						■				■		■												■				■
Jump																		■		■			■				■	

HOCKEY

You're scrambling to hit the hockey puck into the goal. Hockey games include variations on the number of hockey sticks you control, the playfield and the game features such as Speed, Whammy, or Catch.

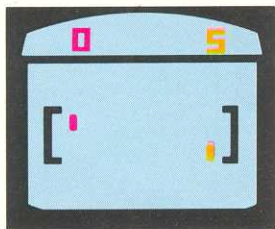
A player or team scores one point when a goal is made. The first team or player to score 21 points wins the game.

Hockey sticks move only vertically on the playfield. When one player controls more than one stick, all the sticks move together in unison. Each player or team's hockey sticks are color coordinated with the score at the top of the playfield. The right hand score refers to the right Controller player; the left score shows the left Controller player's score.

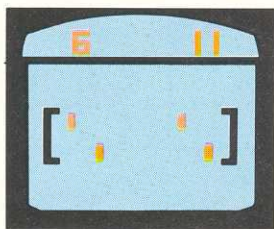
If there are two players on one team, the second player's stick will be striped.

The last player or team to score always puts the puck into play again by pressing the red Controller button after waiting at least one second after the last point is made. If two players are on one team, either player can serve.

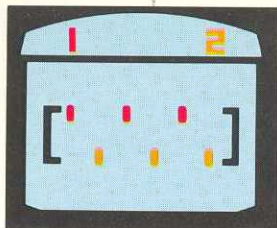
NOTE: In two-player games, use the left set of Controllers.



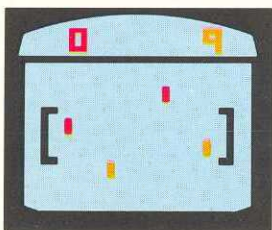
HOCKEY I Playfield



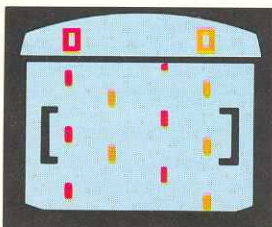
HOCKEY II Playfield



HOCKEY III Playfield



HOCKEY 4-I Playfield



HOCKEY 4-II Playfield

Hockey I

(Two-Player Game)

Each player controls one stick and tries to hit the puck into the goal.

Hockey II

(Two-Player Game)

Two opposing players each control two hockey sticks; shoot with the forward stick and defend the goal with the second hockey stick.

Hockey III

(Two-Player Game)

Each player controls three paddles in this hockey games. Two opposing player attempt to score with one paddle that guards the goal and two paddles that cover the playfield.

Hockey 4-I

(Four-Player Game)

Four players scramble on the icy playfield to make goals. Each player controls one paddle, and there are two players on each team: one forward and one goalie.

	Hockey I	Hockey II	Hockey III	Hockey 4-I	Hockey 4-II					
Game No.	23	24	25	26	27	28	29	30	31	32
Number of Players	2	2	2	2	2	2	4	4	4	4
Speed	Blue		Blue		Blue		Blue		Blue	
Whammy		Orange		Orange				Orange		
Catch						Purple				Purple

Hockey 4-II

(Four-Player Game)

Double your hockey fun with two players on each team. Each player controls a row of hockey sticks with the Controller. Any one stick can move across half the playfield. There are four paddles per row, but only three paddles appear on the playfield at one time.

QUADRAPONG™

The king of Pong games! Four players play this Pong game. Two players are on each team, and each player controls one paddle.

Team paddles are color coordinated with the score at the top of the playfield. The right hand score refers to the right Controller player; the left score shows the left Controller player's score.

The movement of each player's paddle is restricted to one side of a rectangle playfield. Each side of the rectangle has a goal. Each paddle guards a goal.

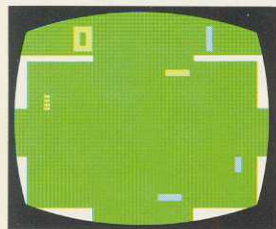
To score one point, a player must hit the ball into either goal guarded by the opposing players. (Be careful not to score against your teammate!) The first team to score 21 points wins the game.

The last team to score serves the ball by pressing the red Controller button after waiting at least one second after the last point is made. Either player can serve on a two-player team.

Quadrapong™

(Four-Player Game)

Each player controls his paddle with a Controller and attempts to make goals. The first team to make 21 goals wins the game.



QUADRAPONG™ Playfield

	Quadrapong	
Game No.	32	33
Number of Players	4	4
Speed	Blue	White
Catch	White	Purple

HANDBALL

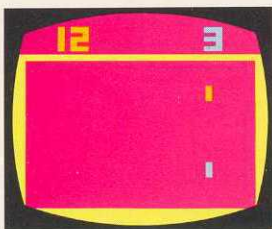
Play Handball just as you would a regular game of handball. Two or four players each control one Paddle. Paddles are located on the same side of the playfield and are color coordinated with the score at the top of the playfield. The right hand scores refer to the right Controller player or team; the left number shows the left Controller player or team score.

When your paddle is solid, it is your turn to hit the ball. After you successfully hit the ball, your paddle will start to blink. If you hit the ball out of turn (when your paddle is blinking), your opponent scores one point. You score one point when your opponent misses the ball or hits it out of turn. The first player to reach 21 points wins the game.

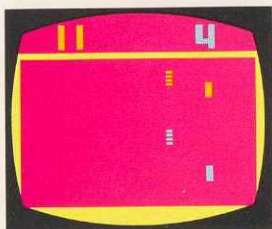
The last player or team to score serves the ball after waiting at least one second after the score is made. Either player can serve on a two-player team. Serve by pressing the red Controller button.

The second player on a two-player team will have a striped paddle and will play forward.

NOTE: In two-player games, use the left set of Controllers.



HANDBALL Playfield



HANDBALL II Playfield

Handball

(Two-Player Game)

Each player controls one paddle and competes for points.

Handball II

(Four-Player Game)

It's a doubles game of handball! Two players are on one team. Each player controls one paddle. Either player on one team can make the hit.

Game No.
Number of Players
Speed
Whammy

	Hand- ball	Hand- ball I	
35	36	37	38
2	2	4	4

VOLLEYBALL

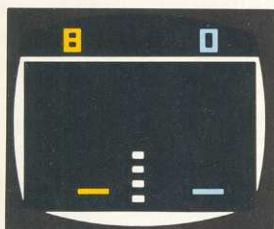
Two or four players can play volleyball. The object? To successfully return the ball over the net in the center of the playfield.

Each player controls one paddle which moves in a horizontal line at the bottom of the playfield. Paddles are color coordinated with the score at the top of the playfield. The right hand score refers to the right Controller player or team; the left number shows the left Controller player or team score.

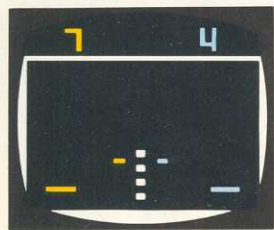
A player or team scores one point when the opponent misses the ball or hits it into the net. The first player or team to score 21 points wins the game.

During doubles games, the second player on each team will cover the upper portion of the playfield with a smaller paddle.

The last team to score serves the ball after waiting at least one second after the point is made. Either player can serve on a two-player team. Serve by pressing the red Controller button.



VOLLEYBALL Playfield



VOLLEYBALL 4 Playfield

Volleyball

(Two-Player Game)

Two competing players each control one paddle and volley for points.

Volleyball 4

(Four-Player Game)

With two players on each team, you can set up and spike the ball.

	Volleyball		Volleyball 4	
Game No.	39	40	41	42
Number of Players	2	2	4	4
Jump				

BASKETBALL

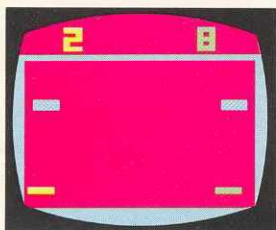
Get ready to shoot baskets! Two or four players can play basketball. Each player controls one paddle that moves in a horizontal line across one half of the bottom playfield. Each player or team has a basket. The player on the left side of the playfield must shoot the balls at the basket on the right side of the playfield. The right side player shoots at the left basket.

Paddles are color coordinated with the score at the top of the playfield.

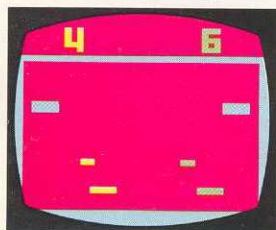
A player or team scores one point when the ball goes through the basket. The first player to score 21 points wins the game.

The team who scores the last point inbounds the ball onto the field by pressing the red Controller button after waiting at least one second after the last point is made. Either player on a two-player team can put the ball into play.

Where you dribble the ball on your paddle determines the direction the ball will travel. For example, dribble the ball off the right side of your paddle and the ball will shoot to the right.



BASKETBALL Playfield



BASKETBALL 4 Playfield

NOTE: Be careful not to shoot the ball into your opponent's basket on your side of the court.

The second player on a two-player team will control a small paddle located higher on the playfield.

The paddles are color coordinated with the scores at the top of the playfield. The right hand score refers to the right Controller player or team; the left number shows the left Controller player or team score.

NOTE: In two-player games, use the left set of Controllers.

Basketball

(Two-Player Game)

Using the paddles, each player tries to make shots and score. The first player to score 21 points wins the game.

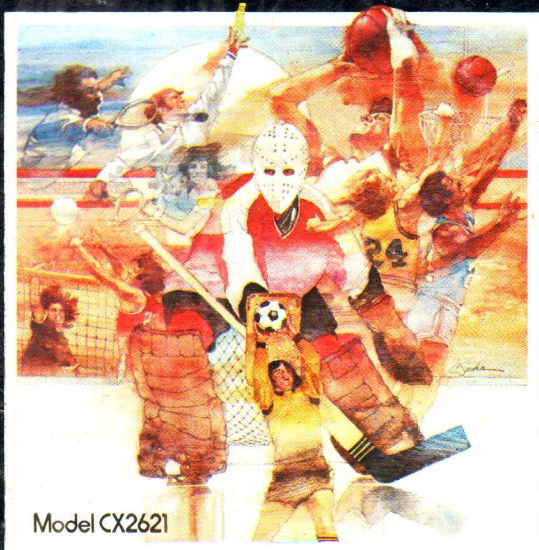
Basketball 4

(Four-Player Game)

Two players are on each team. Each team tries to make shots and score. The first team to reach 21 points wins the game.

	Basketball				Basketball 4			
Game No.	43	44	45	46	47	48	49	50
Number of Players	2	2	2	2	4	4	4	4
Whammy		Orange				Orange		
Catch				Purple				Purple
Jump			Green				Green	

VIDEO OLYMPICS™ GAME PROGRAM™ INSTRUCTIONS



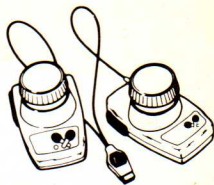
Model CX2621



 A Warner Communications Company

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

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.

CONTROLLER ACTION

Turn the knob to move the paddles. Press the red Controller button to speed hit, WHAMMY™, CATCH™, the ball or jump the paddle depending on the game you play. Some games give you a particular game feature to use in competition. Activate these game features with the red Controller button:

Speed - When you want to add some speed to the return ball, press the red Controller button as the ball makes contact with your paddle.

WHAMMY™ - Put sharper angles on your return hits. Press the red Controller button as the ball makes contact with the paddle. The angle will continue on your return hit as long as you press the red Controller button or until your opponent returns the hit.

CATCH™ - Press the red Controller button as the ball hits the paddle and the ball sticks to the paddle. Use this time to plan strategy, aim a hit or pass to a team paddle. But move slowly and carefully. The ball will fly off the paddle if you make fast or sudden movements.

Jump - Make the paddle jump up to hit or spike the ball during certain games. Just press the red Controller button and your paddle will jump from the bottom of the playfield to the playfield center. Be sure to activate the jump before the ball passes through the playfield center or the ball will travel through the paddle instead of bouncing off the paddle.

NOTE: To see what game features each game offers, check the game matrix at the conclusion of each game description.

DIFFICULTY

Slide the Difficulty switch from "B" to "A" position and your paddle is reduced to half size.

PONG®

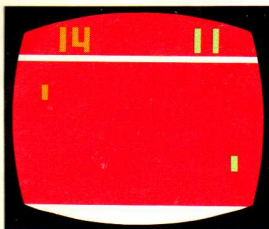
Pong® is played much like tennis. Using a Controller, each player rallies the ball by moving the paddles on the playfield.

Paddles move only vertically on the playfield. When one player controls more than one paddle, all the paddles move together in unison. If there are two players on one team, the second player's paddle will be striped. Each team's paddles are color coordinated with the scores at the top of the playfield. The right hand score refers to the right Controller player or team; the left number shows the left Controller player or team score.

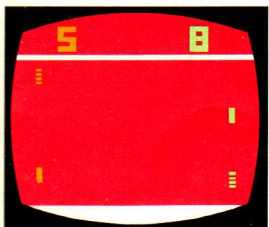
A player or team scores one point when the opponent hits the ball out of bounds or misses a hit. The first player or team to score 21 points wins the game.

The last player or team to score always serves the ball. Serve by pressing the red Controller button after waiting at least one second after the point is made. If there are two players on one team, either player can serve. In Robot Pong, the computer always serves the ball to the player...who lost the point.

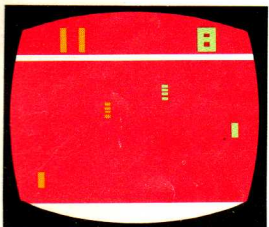
NOTE: In two-player games, plug your standard paddle Controllers into the left side of the Console. Each player will have a solid paddle on the playfield.



PONG® Playfield



PONG® 4 Playfield



PONG® 4-1 Playfield

Robot Pong™

(One-player Gamer)

One player controls the right paddle and competes against the left paddle controlled by the computer.

Pong®

(Two-Player Game)

Two opposing players each control one paddle.

Pong® 4

(Four-Player Game)

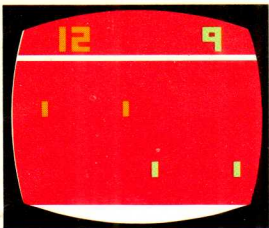
It's a doubles game of Pong with two players on each team! Each player controls one paddle. Try playing zones with your partner. You cover the upper half of the playfield while your partner plays the bottom playfield half.

Pong® 4-1

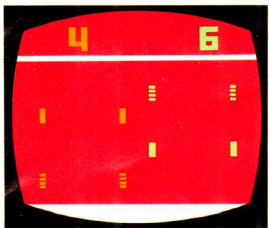
(Four-Player Game)

Four players can play this game. It's as simple as a doubles game of tennis. Two players are on each team. One team player controls the paddle at the net; the other team player covers the back court.

	Pong				Pong 4		Pong 4-1	
Game No.	1	2	3	4	5	6	7	8
Number of Players	1	1	2	2	4	4	4	4
Speed	Blue	White	Blue	White	Blue	White	Blue	White
Whammy	White	Red	White	Red	White	Red	White	Red



SUPER PONG™ Playfield



SUPER PONG™ 4 Playfield

Super Pong™

(Two-Player Game)

Each player controls two paddles. Two opposing players rally to score.

Super Pong™ 4

(Four-Player Game)

It's a doubles game of Super Pong! With two players on each team, each player controls two paddles.

	Super Pong		Super Pong 4	
Game No.	9	10	11	12
Number of Players	2	2	4	4
Speed	Blue	White	Blue	White
Whammy	White	Orange	White	Orange

SOCCER

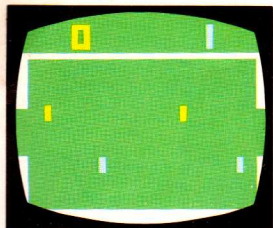
Get ready to kick that ball into the goal. Each player uses a hand-held Controller to move the kickers on the playfield. When you turn the Controller knob, your kickers move together in unison.

A player or team scores one point when the ball is kicked into the goal. The first player or team to score 21 points wins the game.

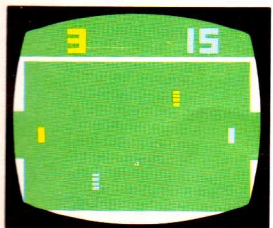
Each team's soccer kickers are color coordinated with the score at the top of the playfield. The right hand score refers to the right hand Controller team or player; the left score shows the left Controller player or team score. If there are two players on one team, the second player's kicker will be striped.

The last team to score puts the ball into play. Put the ball into play by pressing the red Controller button after waiting at least one second after the point is made. If there are two players on one team, either player can put the ball into play.

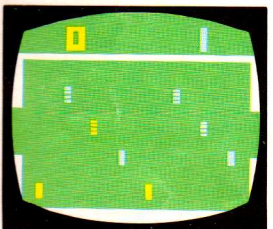
NOTE: In two-player games, use the left set of Controllers.



SOCCER Playfield



SOCCER 4-I Playfield



SOCCER 4-II Playfield

Soccer

(Two-Player Game)

Two opposing players each control two kickers.

Soccer 4-I

(Four-Player Game)

Double your soccer fun with a soccer doubles game. Two players are on each team; each player controls one kicker.

Soccer 4 - II

(Four-Player Game)

Two players are on each team. Each player controls two kickers.

	Soccer	Soccer 4-I	Soccer 4-II	Soccer 4-III		
Game No.	13	14	15	16	17	18
Number of Players	2	2	4	4	4	4
Speed	Blue		Blue		Blue	
Whammy		Red		Red		
Catch						Purple

FOOZPONG™

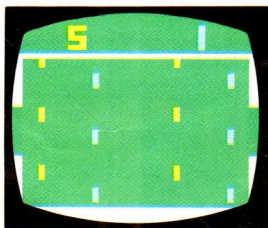
Each player or team controls two vertical rows of paddles that move simultaneously. The object? To knock the ball into the goal. A player or team scores one point for every goal. The first player or team to score 21 points wins the game.

If there are two players on one team, the second player's paddle is striped. Each team's paddles are color coordinated with the score that appears at the top of the playfield. The right hand score refers to the right Controller player; the left number shows the left Controller player's score.

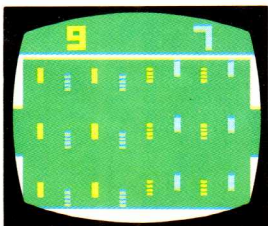
The last player or team to score serves the ball. Serve by pressing the red button after waiting at least one second after the last point is made.

Note that the vertical movement of each row is restricted; each paddle can move across half the playfield. There are four paddles per row, but only three paddles on the row appear on the playfield at one time.

NOTE: In two-player games, use the left set of Controllers.



FOOZPONG™ Playfield



FOOZPONG™ 4 Playfield

Foozpong™.

(Two-Player Game)

Two opposing players each control two rows of paddles.

Foozpong™. 4

(Four-Player Game)

A doubles game of FoozPong! Two players are on each team, and each player controls two rows of paddles.

	Fooz-Pong	Fooz-Pong 4		
Game No.	19	20	21	22
Number of Players	2	2	4	4
Speed	Blue	White	Blue	White
Catch	White	Pink	White	Pink

VIDEO OLYMPICS™



	PONG®								SUPER PONG™				SOCCER				FOOZPONG™					
Game Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Number of Players	1	1	2	2	4	4	4	4	2	2	4	4	2	2	4	4	4	4	2	2	4	4
Speed-Up	Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue	
Whammy™		Orange		Orange		Orange		Orange		Orange		Orange		Orange		Orange					Pink	
Catch™																					Pink	
Jump																						

	HOCKEY								QUADRAPONG®								VOLLEYBALL				BASKETBALL									
Game Number	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50		
Number of Players	2	2	2	2	2	2	4	4	4	4	4	4	4	4	4	4	2	2	4	4	2	2	4	4	2	2	2	2	4	4
Speed-Up	Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue	
Whammy™		Orange		Orange				Orange						Orange		Orange						Orange							Orange	
Catch™						Pink				Pink		Pink															Pink			Pink
Jump																			Green				Green				Green			Green

HOCKEY

You're scrambling to hit the hockey puck into the goal. Hockey games include variations on the number of hockey sticks you control, the playfield and the game features such as Speed, Whammy, or Catch.

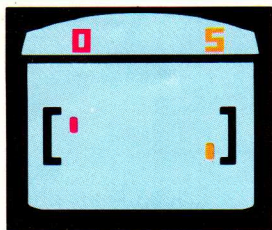
A player or team scores one point when a goal is made. The first team or player to score 21 points wins the game.

Hockey sticks move only vertically on the playfield. When one player controls more than one stick, all the sticks move together in unison. Each player or team's hockey sticks are color coordinated with the score at the top of the playfield. The right hand score refers to the right Controller player; the left score shows the left Controller player's score.

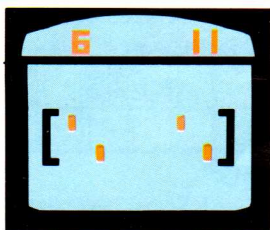
If there are two players on one team, the second player's stick will be striped.

The last player or team to score always puts the puck into play again by pressing the red Controller button after waiting at least one second after the last point is made. If two players are on one team, either player can serve.

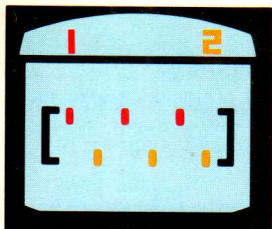
NOTE: In two-player games, use the left set of Controllers.



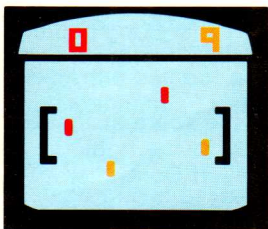
HOCKEY I Playfield



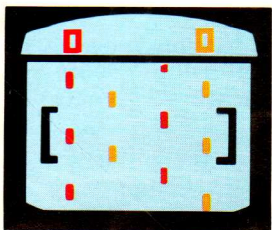
HOCKEY II Playfield



HOCKEY III Playfield



HOCKEY 4-I Playfield



HOCKEY 4-II Playfield

Hockey I

(Two-Player Game)

Each player controls one stick and tries to hit the puck into the goal.

Hockey II

(Two-Player Game)

Two opposing players each control two hockey sticks; shoot with the forward stick and defend the goal with the second hockey stick.

Hockey III

(Two-Player Game)

Each player controls three paddles in this hockey games. Two opposing player attempt to score with one paddle that guards the goal and two paddles that cover the playfield.

Hockey 4-I

(Four-Player Game)

Four players scramble on the icy playfield to make goals. Each player controls one paddle, and there are two players on each team: one forward and one goalie.

	Hockey I		Hockey II		Hockey III		Hockey 4-I		Hockey 4-II	
Game No.	23	24	25	26	27	28	29	30	31	32
Number of Players	2	2	2	2	2	2	4	4	4	4
Speed	Blue		Blue		Blue		Blue		Blue	
Whammy		Red		Red				Red		
Catch						Purple				Purple

Hockey 4-II

(Four-Player Game)

Double your hockey fun with two players on each team. Each player controls a row of hockey sticks controls a row of hockey sticks with the Controller. Any one stick can move across half the playfield. There are four paddles per row, but only three paddles appear on the playfield at one time.

QUADRAPONG®

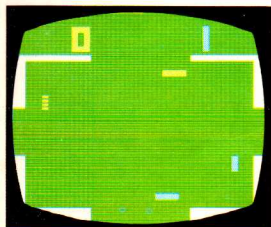
The king of Pong games! Four players play this Pong game. Two players are on each team, and each player controls one paddle.

Team paddles are color coordinated with the score at the top of the playfield. The right hand score refers to the right Controller player; the left score shows the left Controller player's score.

The movement of each player's paddle is restricted to one side of a rectangle playfield. Each side of the rectangle has a goal. Each paddle guards a goal.

To score one point, a player must hit the ball into either goal guarded by the opposing players. (Be careful not to score against your teammate!) The first team to score 21 points wins the game.

The last team to score serves the ball by pressing the red Controller button after waiting at least one second after the last point is made. Either player can serve on a two-player team.



QUADRAPONG® Playfield

Quadrapong®

(Four-Player Game)

Each player controls his paddle with a Controller and attempts to make goals. The first team to make 21 goals wins the game.

	Quadrapong	
Game No.	32	33
Number of Players	4	4
Speed	Blue	White
Catch	White	Red

HANDBALL

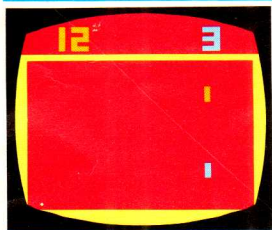
Play Handball just as you would a regular game of handball. Two or four players each control one Paddle. Paddles are located on the same side of the playfield and are color coordinated with the score at the top of the playfield. The right hand scores refer to the right Controller player or team; the left number shows the left Controller player or team score.

When your paddle is solid, it is your turn to hit the ball. After you successfully hit the ball, your paddle will start to blink. If you hit the ball out of turn (when your paddle is blinking), your opponent scores one point. You score one point when your opponent misses the ball or hits it out of turn. The first player to reach 21 points wins the game.

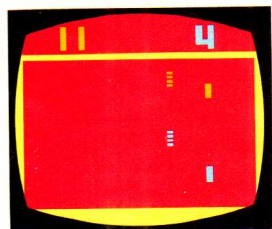
The last player or team to score serves the ball after waiting at least one second after the score is made. Either player can serve on a two-player team. Serve by pressing the red Controller button.

The second player on a two-player team will have a striped paddle and will play forward.

NOTE: In two-player games, use the left set of Controllers.



HANDBALL Playfield



HANDBALL II Playfield

Handball

(Two-Player Game)

Each player controls one paddle and competes for points.

Handball II

(Four-Player Game)

It's a doubles game of handball! Two players are on one team. Each player controls one paddle. Either player on one team can make the hit.

	Handball	Handball I		
Game No.	35	36	37	38
Number of Players	2	2	4	4
Speed	Blue	White	Blue	White
Whammy	White	Red	White	Red

VOLLEYBALL

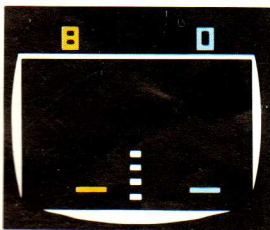
Two or four players can play volleyball. The object? To successfully return the ball over the net in the center of the playfield.

Each player controls one paddle which moves in a horizontal line at the bottom of the playfield. Paddles are color coordinated with the score at the top of the playfield. The right hand score refers to the right Controller player or team; the left number shows the left Controller player or team score.

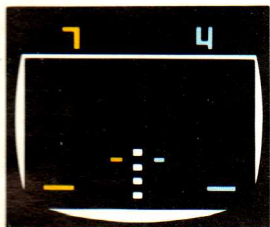
A player or team scores one point when the opponent misses the ball or hits it into the net. The first player or team to score 21 points wins the game.

During doubles games, the second player on each team will cover the upper portion of the playfield with a smaller paddle.

The last team to score serves the ball after waiting at least one second after the point is made. Either player can serve on a two-player team. Serve by pressing the red Controller button.



VOLLEYBALL Playfield



VOLLEYBALL 4 Playfield

Volleyball

(Two-Player Game)

Two competing players each control one paddle and volley for points.

Volleyball 4

(Four-Player Game)

With two players on each team, you can set up and spike the ball.

	Volleyball		Volleyball 4	
Game No.	39	40	41	42
Number of Players	2	2	4	4
Jump				

BASKETBALL

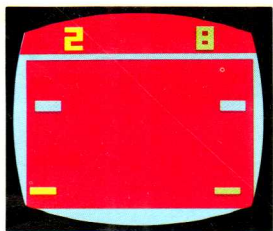
Get ready to shoot baskets! Two or four players can play basketball. Each player controls one paddle that moves in a horizontal line across one half of the bottom playfield. Each player or team has a basket. The player on the left side of the playfield must shoot the balls at the basket on the right side of the playfield. The right side player shoots at the left basket.

Paddles are color coordinated with the score at the top of the playfield.

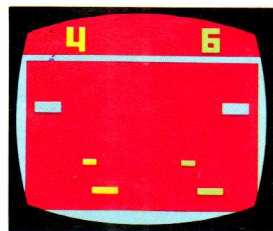
A player or team scores one point when the ball goes through the basket. The first player to score 21 points wins the game.

The team who scores the last point inbounds the ball onto the field by pressing the red Controller button after waiting at least one second after the last point is made. Either player on a two-player team can put the ball into play.

Where you dribble the ball on your paddle determines the direction the ball will travel. For example, dribble the ball off the right side of your paddle and the ball will shoot to the right.



BASKETBALL Playfield



BASKETBALL 4 Playfield

NOTE: Be careful not to shoot the ball into your opponent's basket on your side of the court.

The second player on a two-player team will control a small paddle located higher on the playfield.

The paddles are color coordinated with the scores at the top of the playfield. The right hand score refers to the right Controller player or team; the left number shows the left Controller player or team score.

NOTE: In two-player games, use the left set of Controllers.

Basketball

(Two-Player Game)

Using the paddles, each player tries to make shots and score. The first player to score 21 points wins the game.

Basketball 4

(Four-Player Game)


Two players are on each team. Each team tries to make shots and score. The first team to reach 21 points wins the game.

	Basketball				Basketball 4			
Game No.	43	44	45	46	47	48	49	50
Number of Players	2	2	2	2	4	4	4	4
Whammy		Red				Red		
Catch				Purple				Purple
Jump			Green				Green	

VIDEO OLYMPICS™

ATARI® GAME PROGRAM™ INSTRUCTIONS



A Warner Communications Company 

CX2621

COMPLETE
GAME PLAY
INSTRUCTIONS

ONE, TWO, AND
FOUR PLAYER
GAMES

50 GAME
VARIATIONS

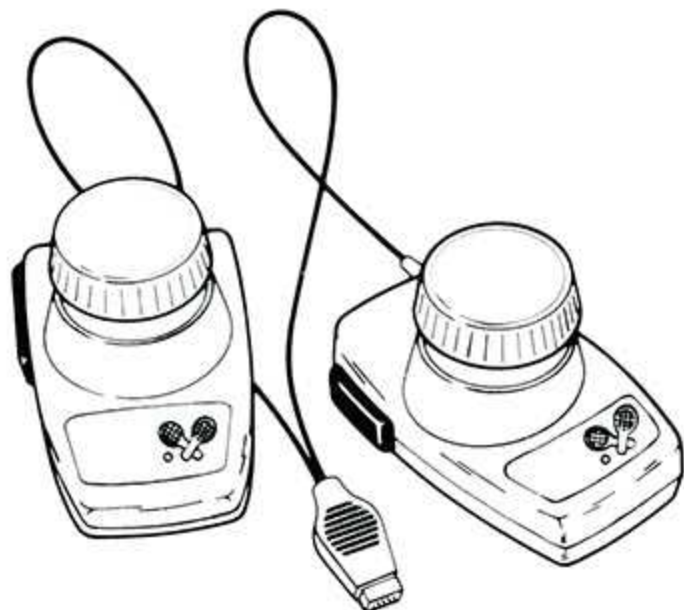
NOTE: Always turn the console **power** switch **off** when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

Manual, Program, and Audiovisual © 1978 ATARI, INC.

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1. USING THE CONTROLLERS



Use your Paddle Controllers with this ATARI® Game Program™ cartridge. For one and two-player games, plug the controllers firmly into the LEFT CONTROLLER jack at the back of your ATARI Video Computer System™ game. For four-player games you will need an additional set of Paddle Controllers. Plug them into the RIGHT CONTROLLER jack at the back of your ATARI Video Computer System™ game.

Turn the knob to move the paddles. Press the red controller button to speed hit, WHAMMY™, CATCH™ the ball, or jump the paddle, depending on the game you play. Some games give you a particular game feature to use in competition. Activate these game features with the red controller button:

Speed - When you want to add some speed to the return ball, press the red controller button as the ball makes contact with your paddle.

WHAMMY™ - Put sharper angles on your return hits. Press the red controller button as the ball makes contact with the paddle. The angle will continue on your return hit as long as you press the red controller button, or until your opponent returns the hit.

CATCH™ - Press the red controller button as the ball hits the paddle, and the ball will stick to the paddle. Use this time to plan strategy, aim and hit, or pass to a team paddle. But move slowly and carefully. The ball will fly off the paddle if you make fast or sudden movements.

Jump - Make the paddle jump up to hit or spike the ball during certain games. Just press the red controller button and your paddle will jump from the bottom of the playfield to the playfield center. Be sure to activate the jump before the ball passes through the playfield center, or the ball will travel through the paddle instead of bouncing off the paddle.

NOTE: To see what game features each game offers, check the game matrix at the conclusion of each game description.

2. CONSOLE CONTROLS

GAME SELECT SWITCH

To select a VIDEO OLYMPICS™ game, press down the **game select** switch. (See Section 4, **GAME SELECT MATRIX**.) The game number and the number of players appear at the top of the screen. The game number is on the left; the number of players is on the right.

GAME RESET SWITCH

Once you have selected a game number, press down the switch to start the action. Each time **game reset** is pressed down, the game starts over. After the game starts, the scores appear at the top of the screen.

NOTE: To change game numbers quickly, hold down the **game select** switch.

DIFFICULTY SWITCHES

The VIDEO OLYMPICS game has two difficulty levels, **a** and **b**. The **b** level is normal game play for beginning players. The **a** level offers a bigger challenge, with paddles reduced to half size.

TV TYPE SWITCH

Set this switch to color if your television is color, to **b/w** if your television is black-and-white.

3. GAME VARIATIONS

PONG®

PONG® is played like tennis. Use your Paddle Controller to rally the ball, and attempt to hit the ball past your opponent. Paddles move only vertically on the playfield. When you control more than one paddle, your paddles move in unison. In team PONG® games (for four players), one teammate controls solid-colored paddles and the other controls striped paddles.

Scores appear at the top of the playfield and are color-coordinated with the paddles. The score for the player or team controlling paddles

in the right PONG® court is at top right, and the score for the player or team controlling paddles in the left court is at top left.

In ROBOT PONG®, the computer serves the first ball to the player controlling the paddle in the right court, and serves all following balls to the player who loses the point. In all other PONG® games, the computer serves the first ball to the player or team controlling paddles in the left court. After that, the player or team who wins the point serves the ball. To serve,

ATARI® GAME PROGRAM™ INSTRUCTIONS

wait at least one second after scoring the point, then press the red button on the Paddle Controller. In team games, either teammate can serve the ball.

ROBOT PONG™ (One-player Game)

One player controls the right paddle and competes against the left paddle, controlled by the computer.

PONG® (Two-Player Game)

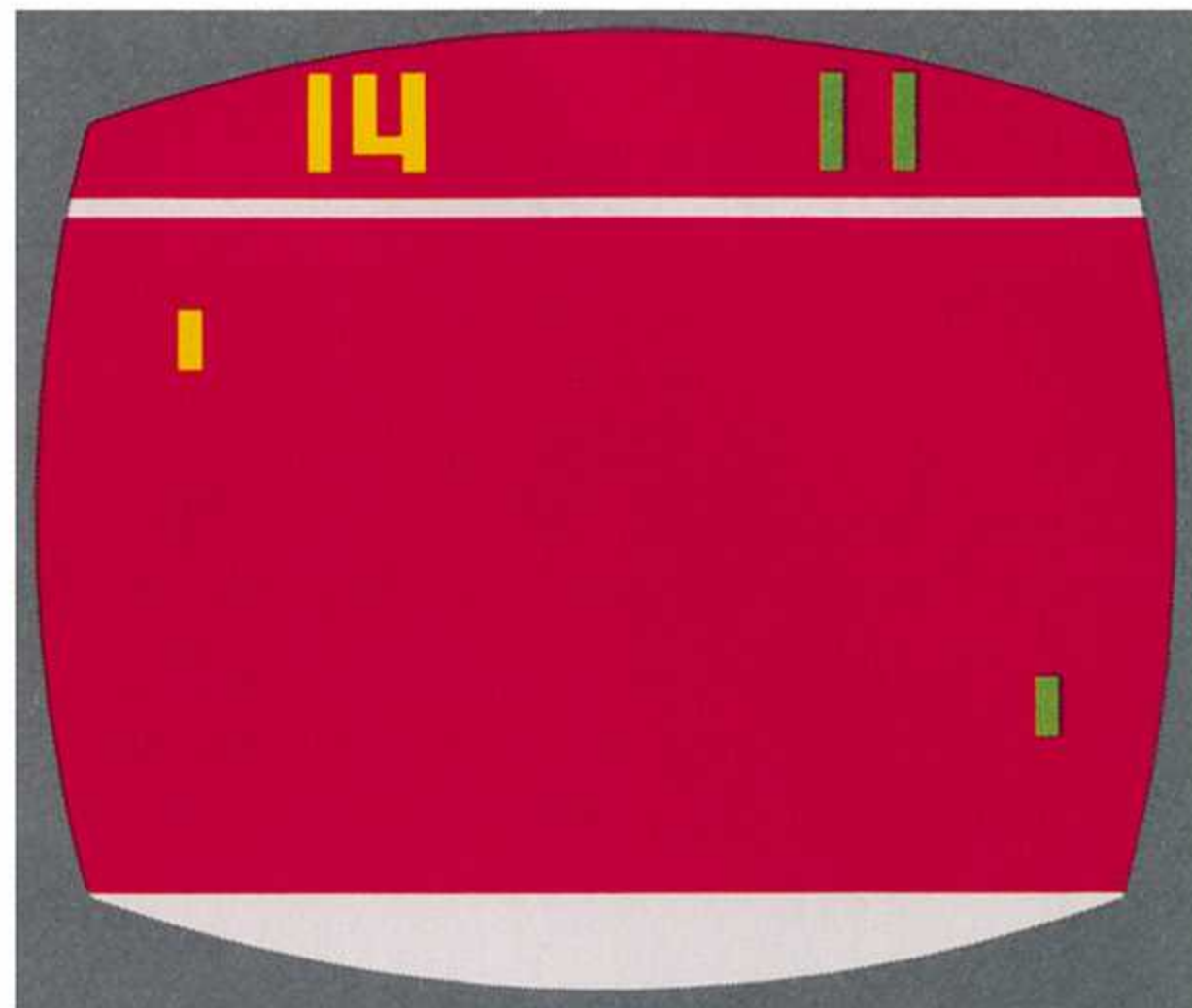
Two opposing players each control one paddle.

PONG® 4 (Four-Player Game)

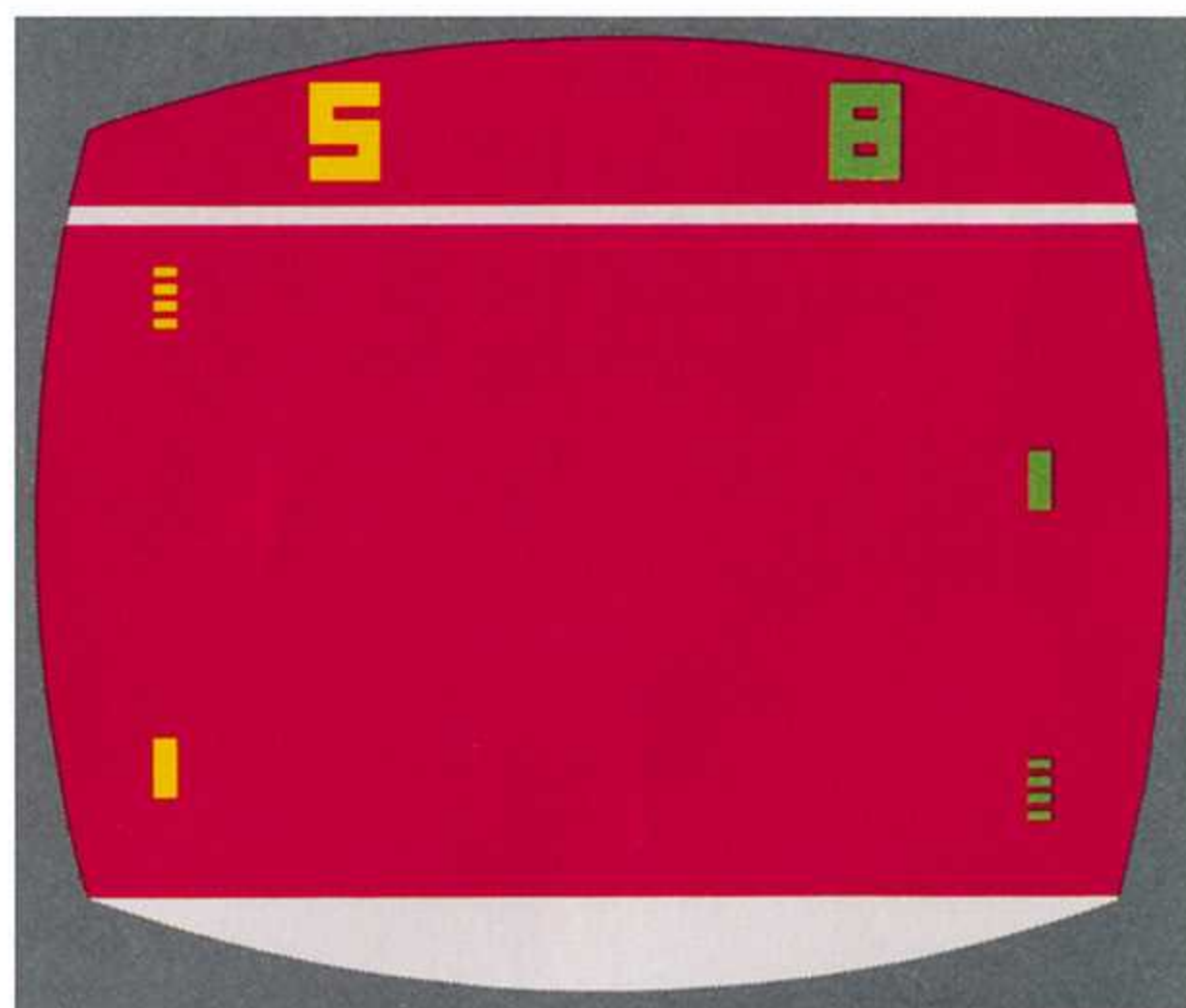
It's a doubles game of Pong with two players on each team! Each player controls one paddle. Try playing zones with your partner. You cover the upper half of the playfield while your partner covers the bottom half.

PONG® 4-1 (Four-Player Game)

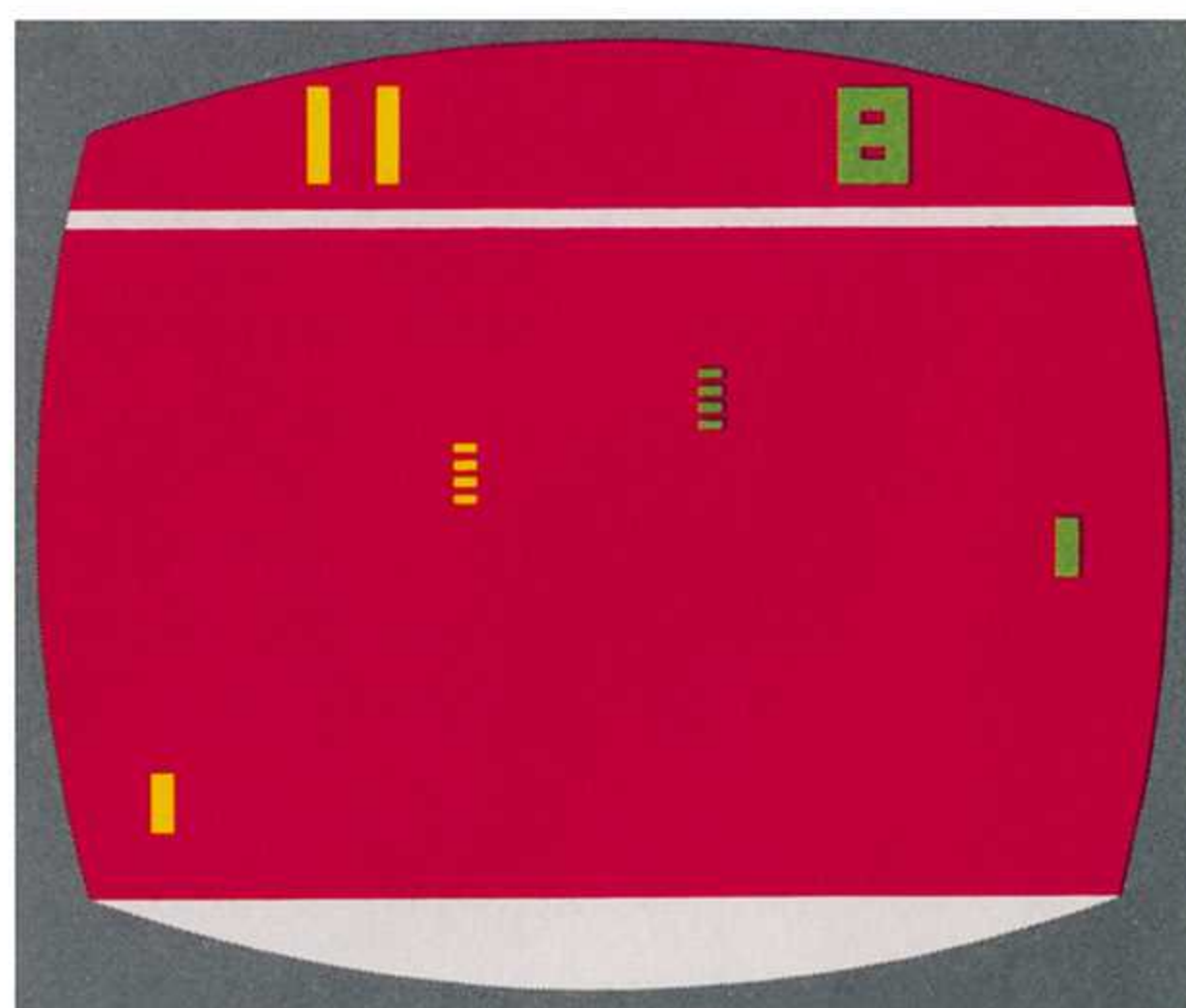
Four players can play this game. It's as simple as a doubles game of tennis. Two players are on each team. One team player controls the paddle at the net; the other team player covers the back court.



PONG® Playfield



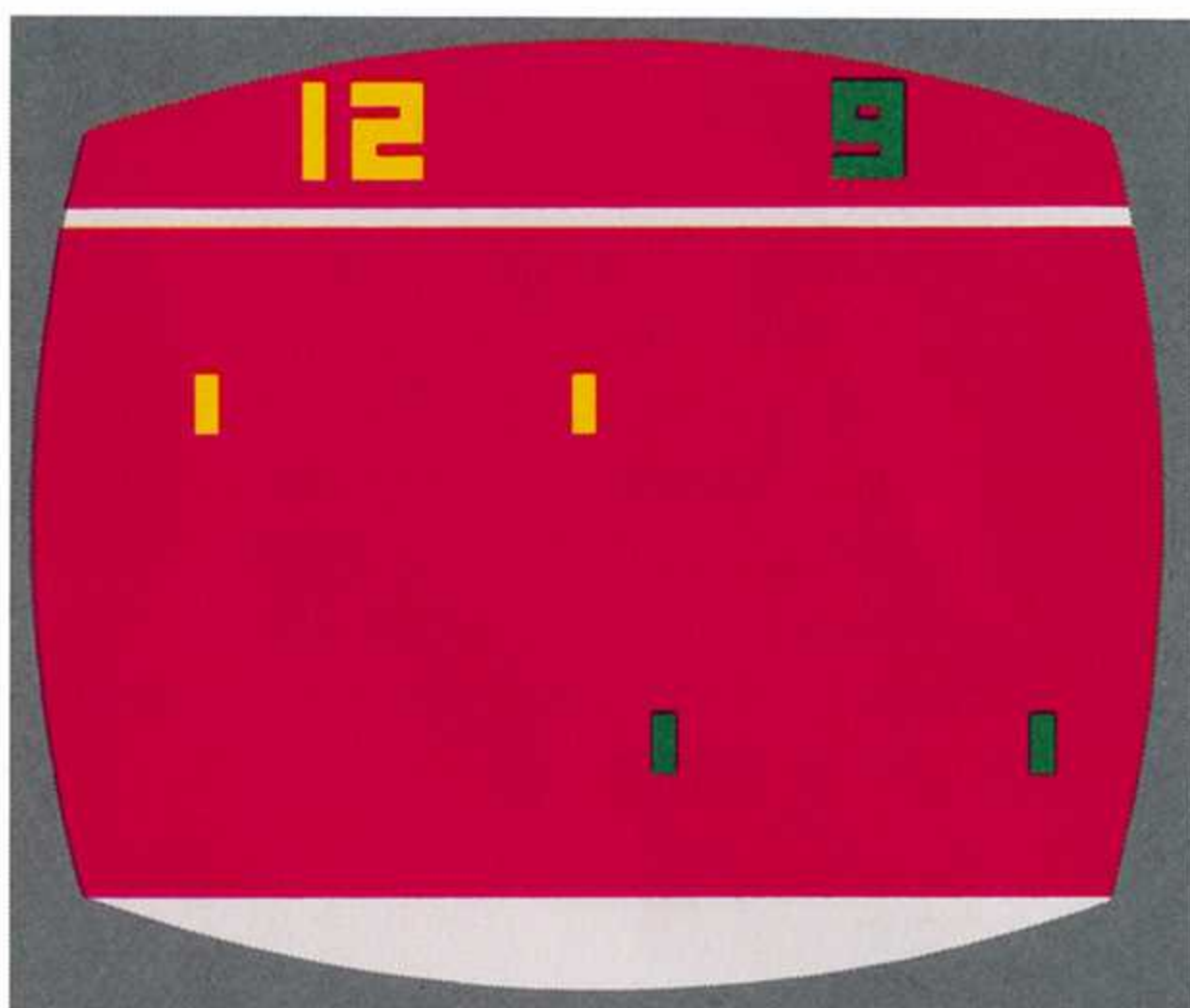
PONG® 4 Playfield



PONG® 4-1 Playfield

ATARI® GAME PROGRAM™ INSTRUCTIONS

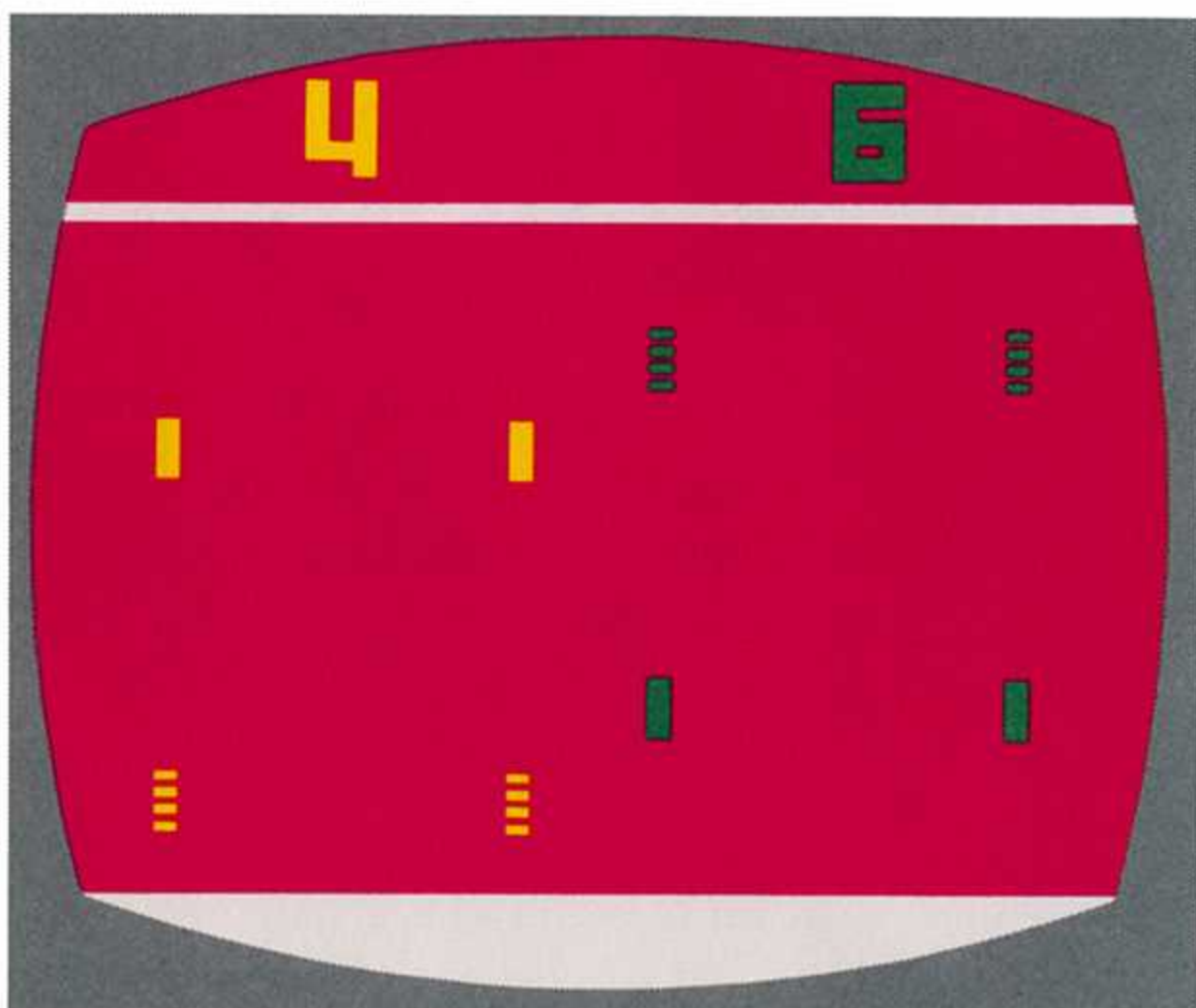
	PONG				PONG 4		PONG	
GAME NUMBER	1	2	3	4	5	6	7	8
NUMBER OF PLAYERS	1	1	2	2	4	4	4	4
SPEED	Blue	White	Blue	White	Blue	White	Blue	White
WHAMMY	White	Red	White	Red	White	Red	White	Red



SUPER PONG™ Playfield

SUPER PONG™ (Two-Player Game)

Each player controls two paddles. Two opposing players rally to score.



SUPER PONG™ 4 Playfield

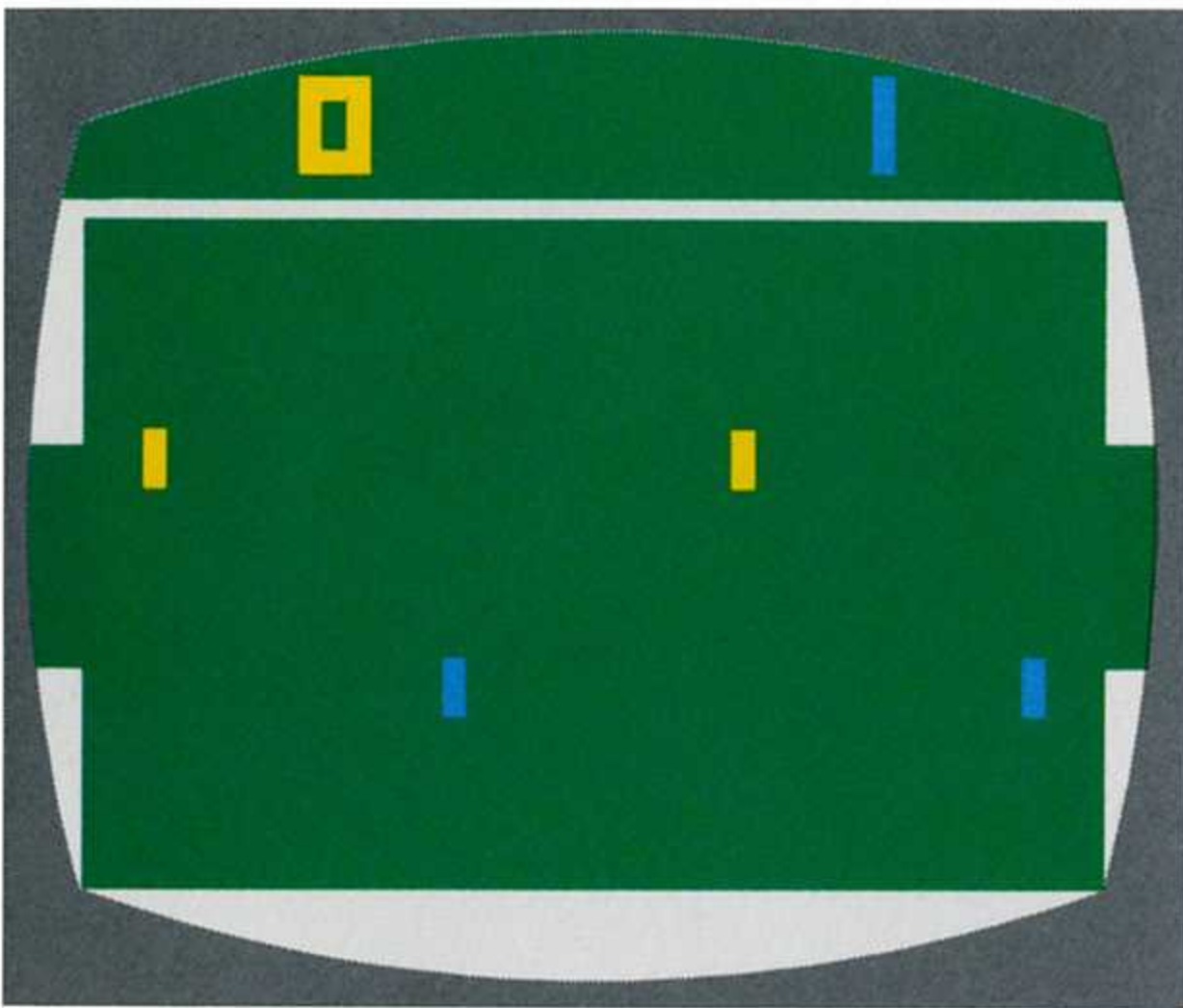
SUPER PONG™ 4 (Four-Player Game)

It's a doubles game of Super Pong! Each player controls two paddles.

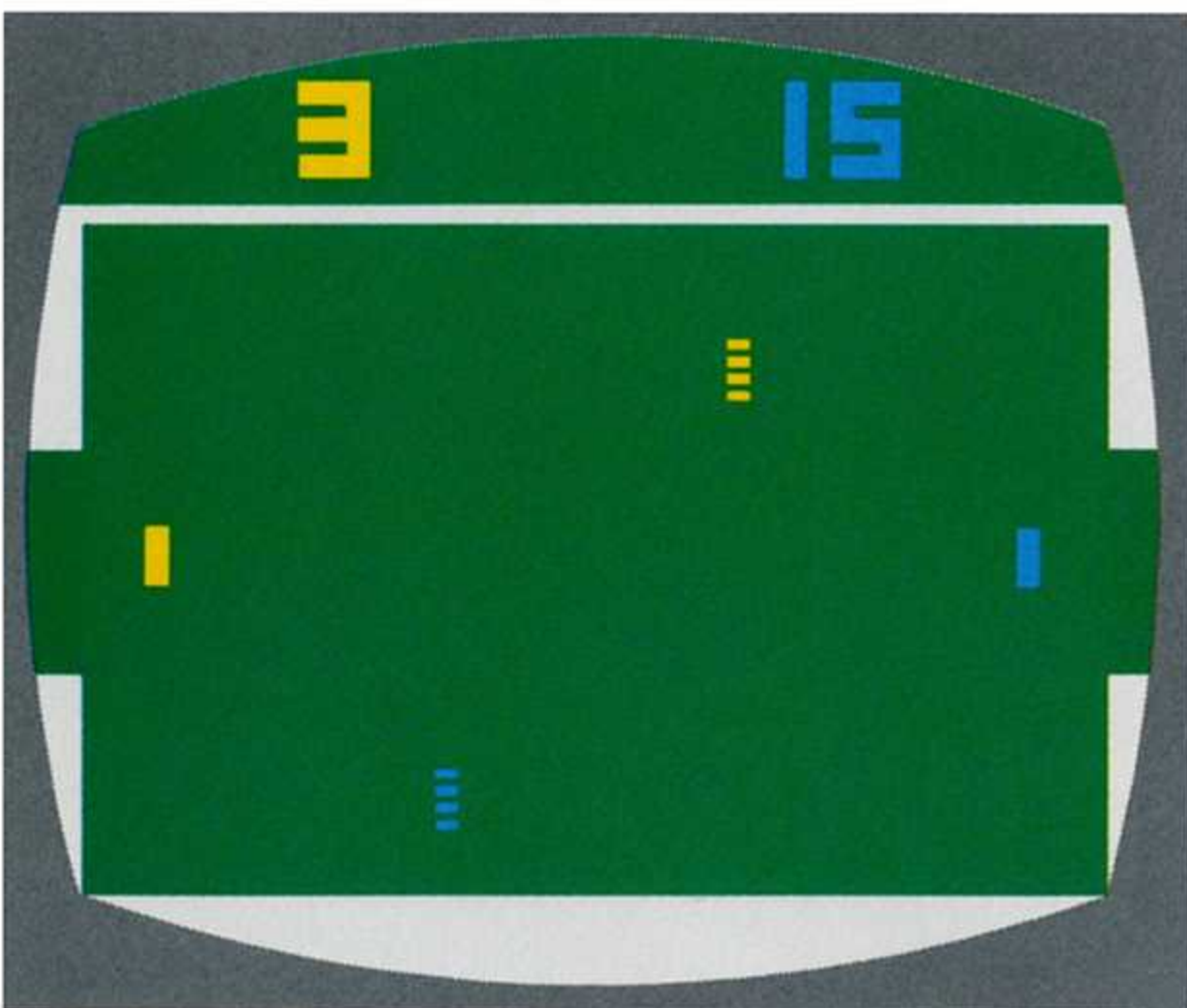
	SUPER PONG		SUPER PONG 4	
GAME NUMBER	9	10	11	12
NUMBER OF PLAYERS	2	2	4	4
SPEED	Blue	White	Blue	White
WHAMMY	White	Red	White	Red

SOCCKER

Get ready to kick that ball into the goal. Each player uses a hand-held controller to move the kickers on the playfield. When you turn the controller knob, your kickers move together in unison.



SOCCKER Playfield



SOCCKER 4-1 Playfield

A player or team scores one point when the ball is kicked into the goal. The first player or team to score 21 points wins the game.

Scores appear at the top of the playfield and are color-coordinated with the kickers. The score for the players defending the left goal is at top left, and the score for the players defending the right goal is at top right. In team SOCCER (for four players), one teammate controls solid-colored kickers and the other controls striped kickers.

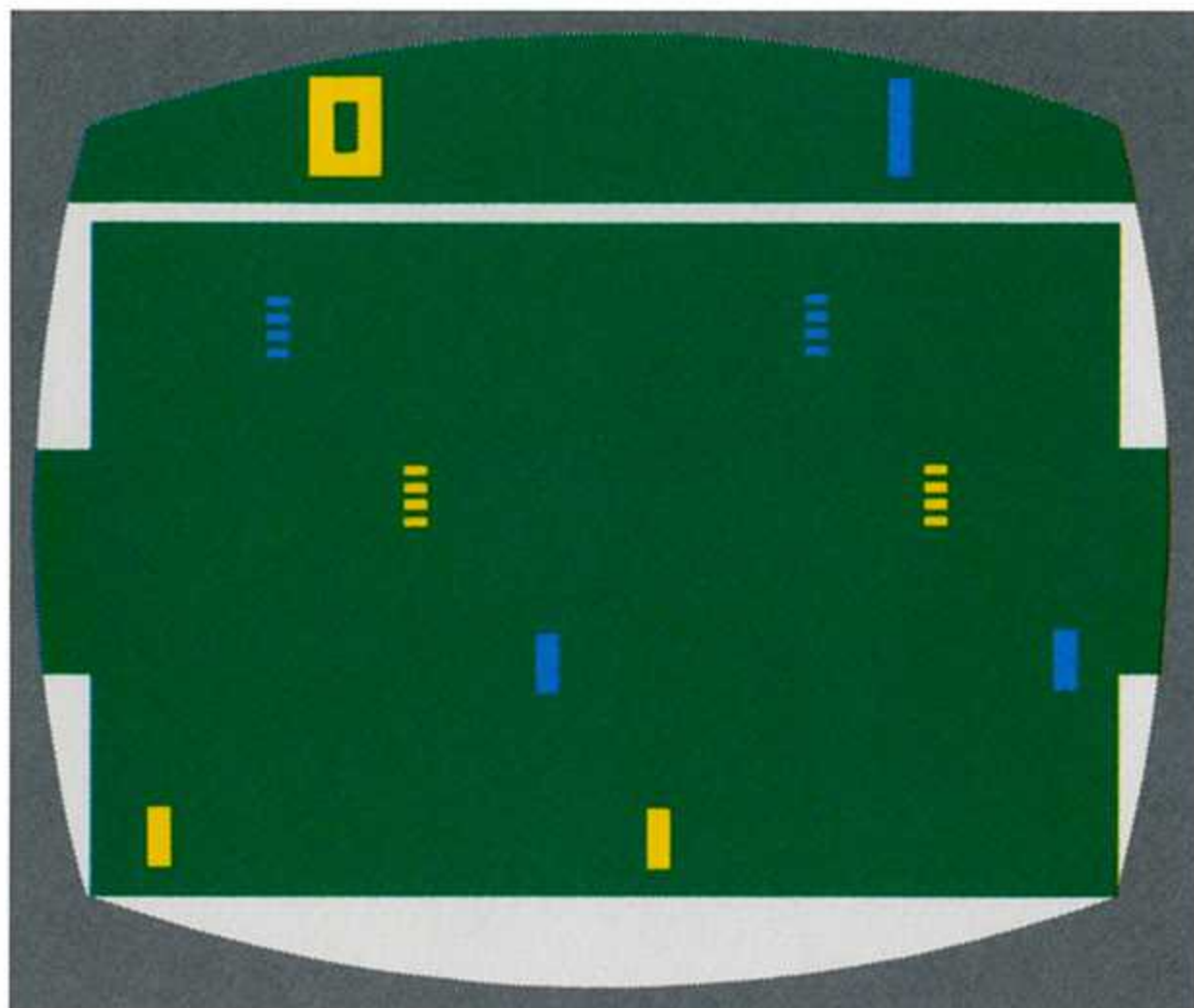
The computer makes the opening kickoff. After that, the last player or team to score makes the kick-off. Wait at least one second after scoring, then press the red button on the Paddle Controller to make the kickoff. In team games, either player on a team can kick off.

SOCCKER (Two-Player Game)

Two opposing players each control two kickers.

SOCCKER 4-1 (Four-Player Game)

Double your soccer fun with a soccer doubles game. Two players are on each team; each player controls one kicker.



SOCCKER 4-II Playfield

SOCCKER 4-II
(Four-Player Game)

Two players are on each team.
Each player controls two kickers.

	SOCCKER		SOCCKER 4-I		SOCCKER 4-II	
GAME NUMBER	13	14	15	16	17	18
NUMBER OF PLAYERS	2	2	4	4	4	4
SPEED						
WHAMMY						
CATCH						

FOOZPONG®

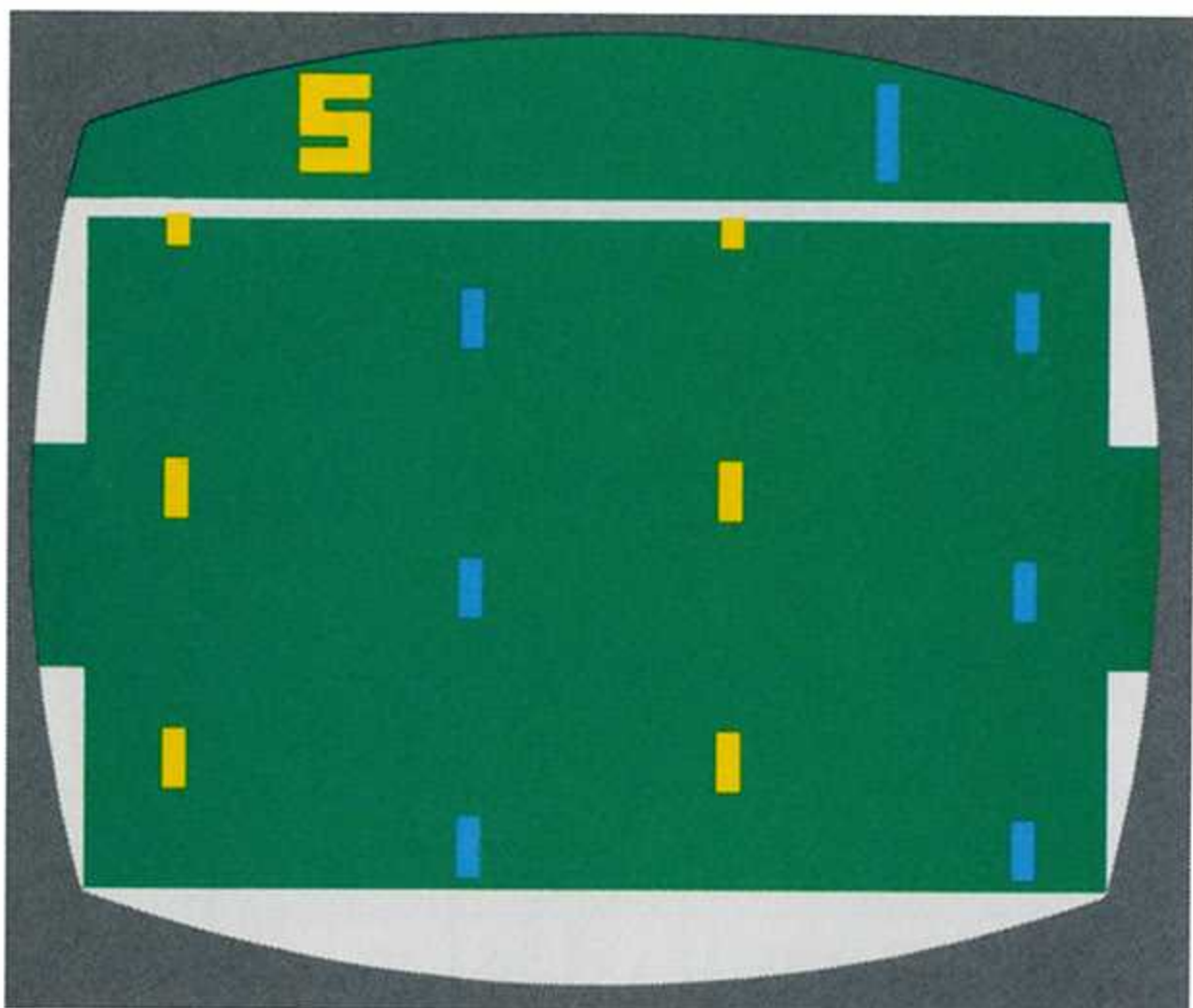
Each player or team controls two vertical rows of paddles that move simultaneously. The object? To knock the ball into the goal. A player or team scores one point for every goal. The first player or team to score 21 points wins the game.

Scores are color-coordinated with the paddles and appear at the top of the playfield. The score for the players defending the left goal is at top left, and the score for those defending the right goal is at top right. In games for two teams (four players), one player on a team controls the solid-colored paddles and the other controls the striped paddles.

The computer serves the first ball. After that, the last player or team to score serves. Wait at least one second after scoring, then press the red button on the Paddle Controller to serve the ball. In team games, either player on a team can serve.

Note that the vertical movement of the paddles in each row is restricted, so that each paddle can only move half the width of the playfield. There are four paddles per row, but only three of them appear on the playfield at one time.

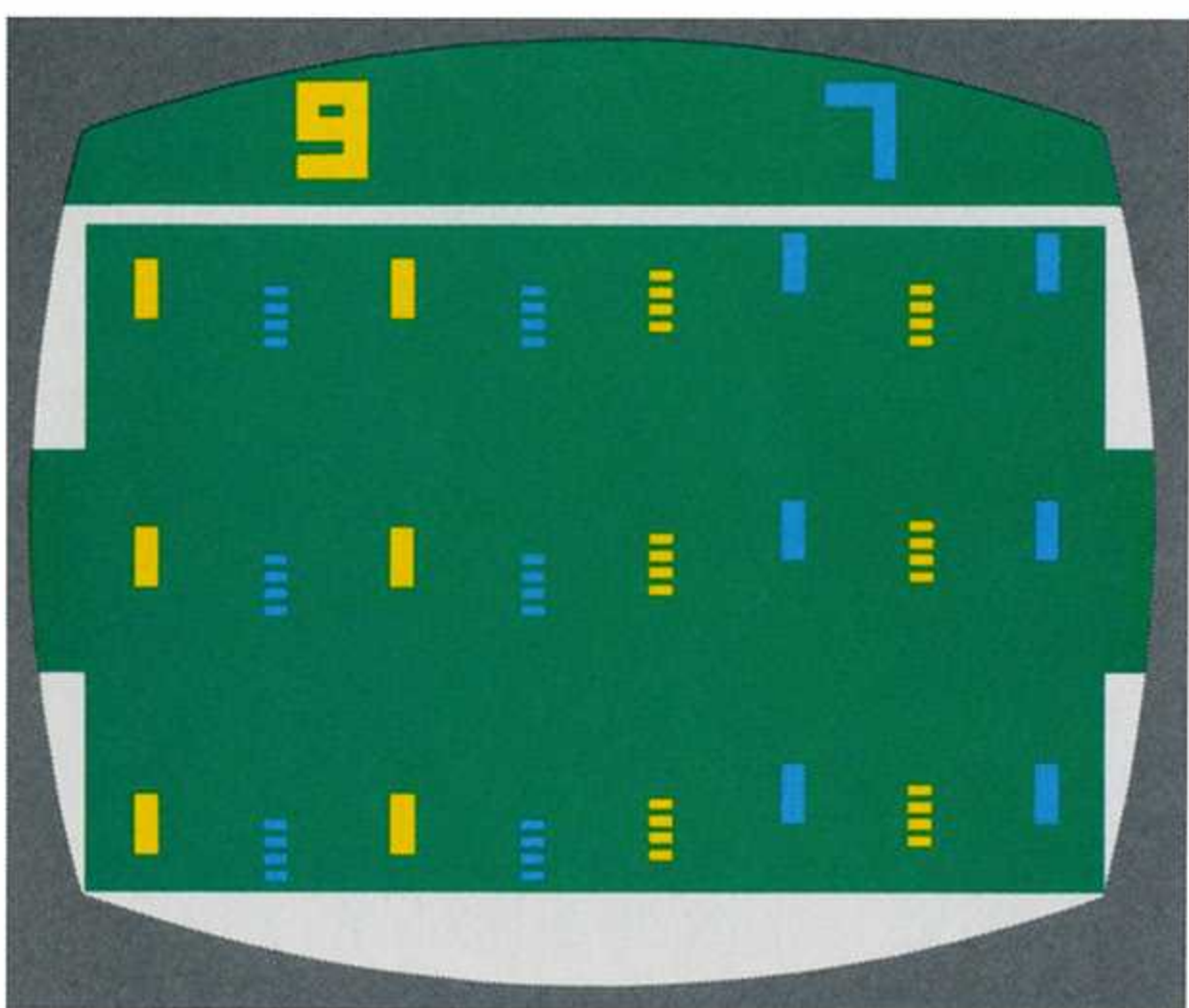
ATARI® GAME PROGRAM™ INSTRUCTIONS



FOOZPONG® Playfield

FOOZPONG® (Two-Player Game)

Two opposing players each control two rows of paddles.



FOOZPONG® 4 Playfield

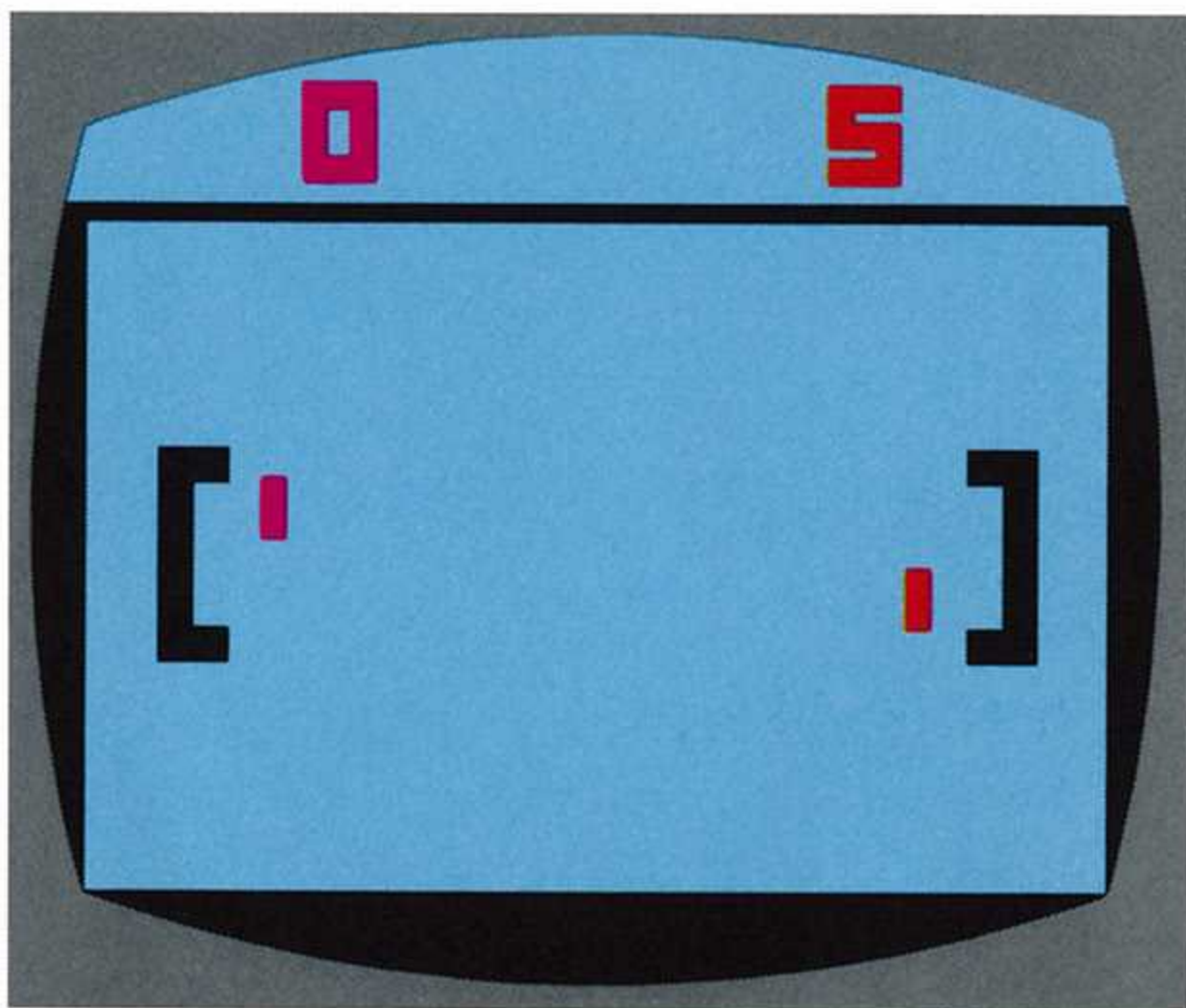
FOOZPONG® 4 (Four-Player Game)

A doubles game of FoozPong! Two players are on each team, and each player controls two rows of paddles.

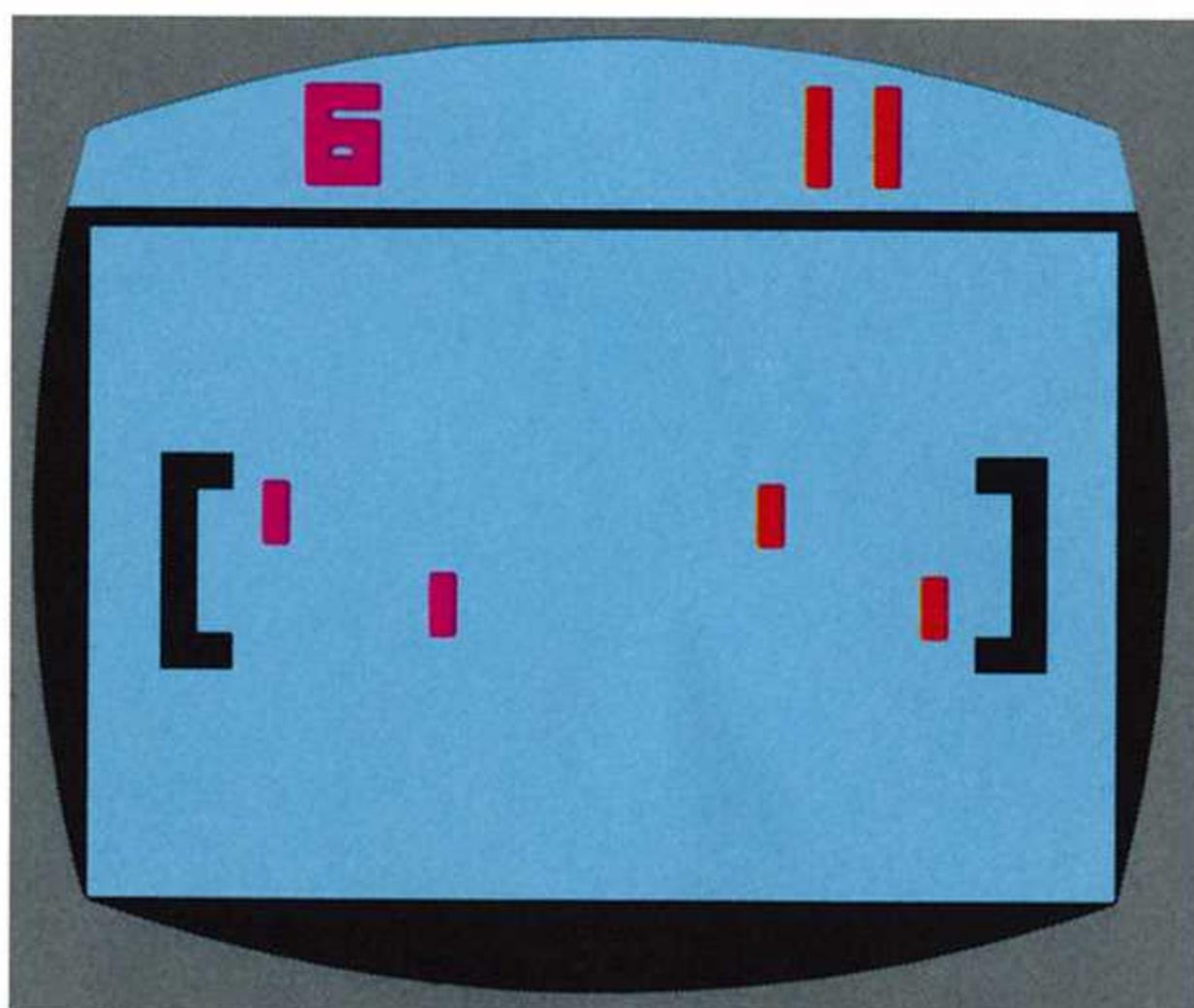
	FOOZ-PONG		FOOZ-PONG 4	
GAME NUMBER	19	20	21	22
NUMBER OF PLAYERS	2	2	4	4
SPEED				
CATCH				

HOCKEY

You're scrambling to hit the hockey puck into the goal. Players or teams score one point for each goal. The first team or player to score 21 points wins the game.



HOCKEY I Playfield



HOCKEY II Playfield

Hockey sticks move only vertically on the playfield. When you control more than one stick, your sticks move in unison. In team games (for four players), one teammate controls solid-colored hockey sticks and the other controls striped sticks.

Scores at the top of the playfield are color-coordinated with the hockey sticks. The score for the player or team defending the right goal is at top right; the score for the player or team defending the left goal is at top left.

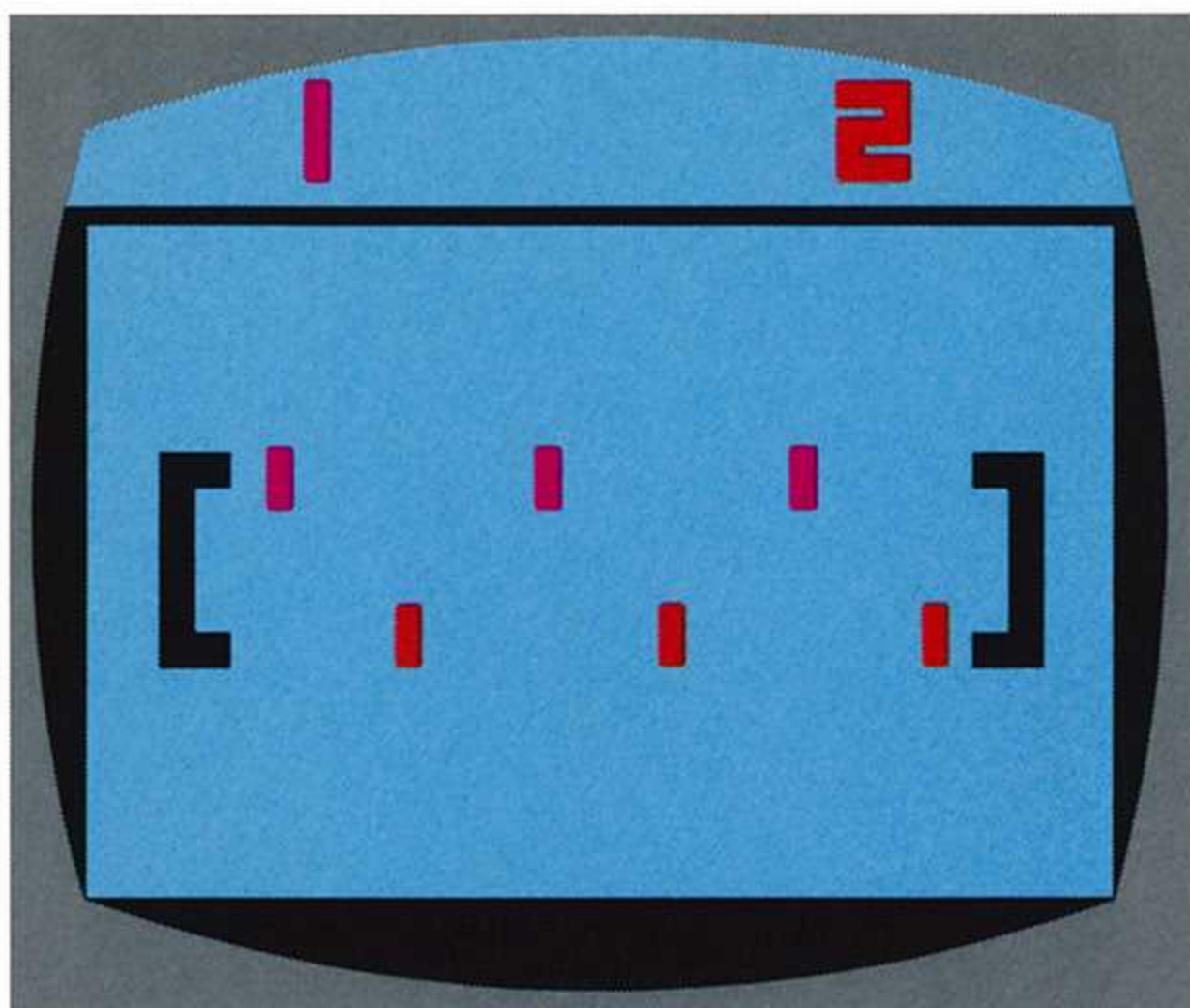
The computer puts the first hockey puck into play. After that, the last player or team to score puts the puck into play. Wait at least one second after scoring, then press the red button on the Paddle Controller. In team games, either teammate can put the puck back into play.

HOCKEY I (Two-Player Game)

Each player controls one hockey stick.

HOCKEY II (Two-Player Game)

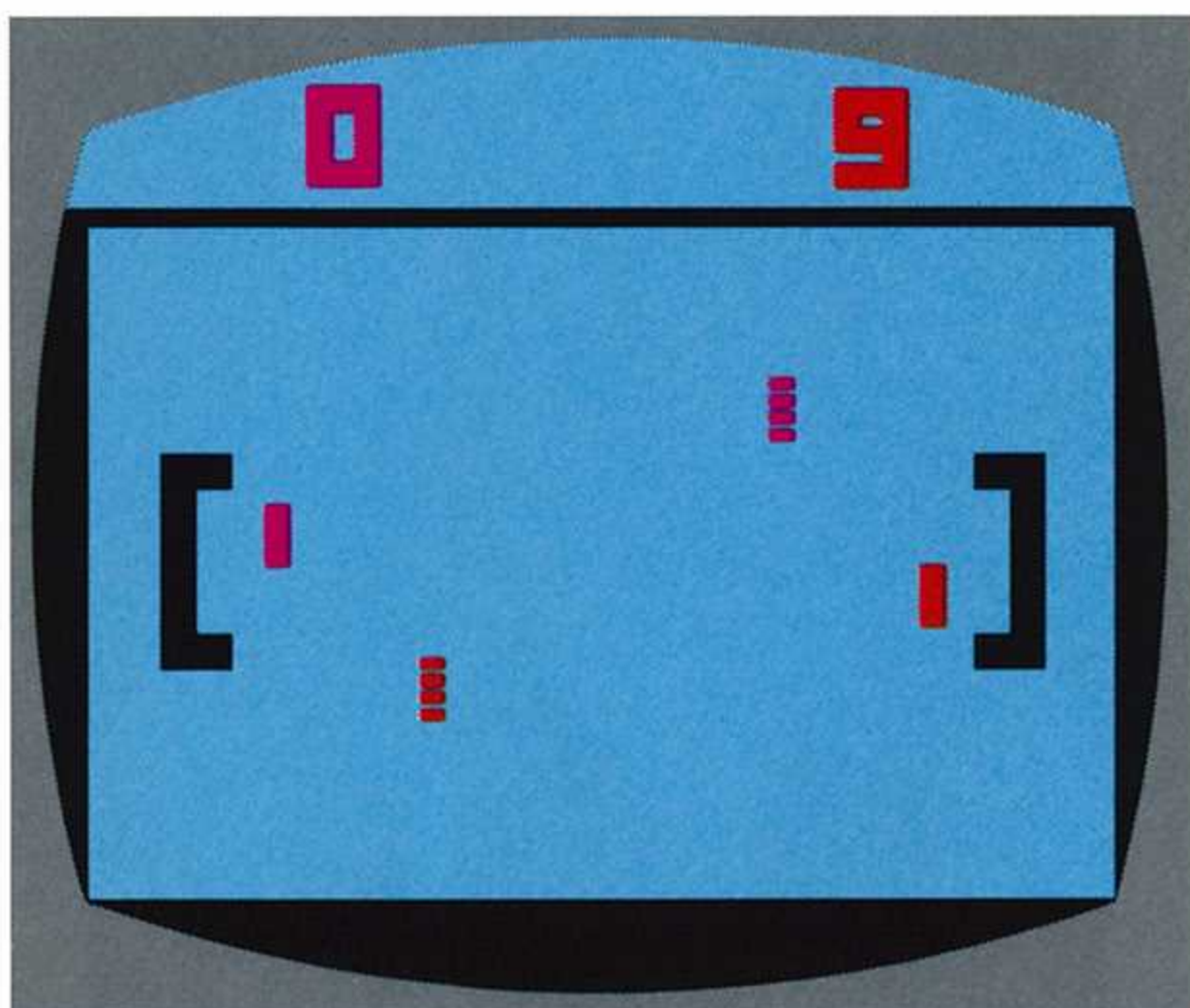
Each player controls two hockey sticks: one for offense and the other for defense. Drive the puck toward your opponent's goal with one stick and defend your goal with the other.



HOCKEY III Playfield

HOCKEY III
(Two-Player Game)

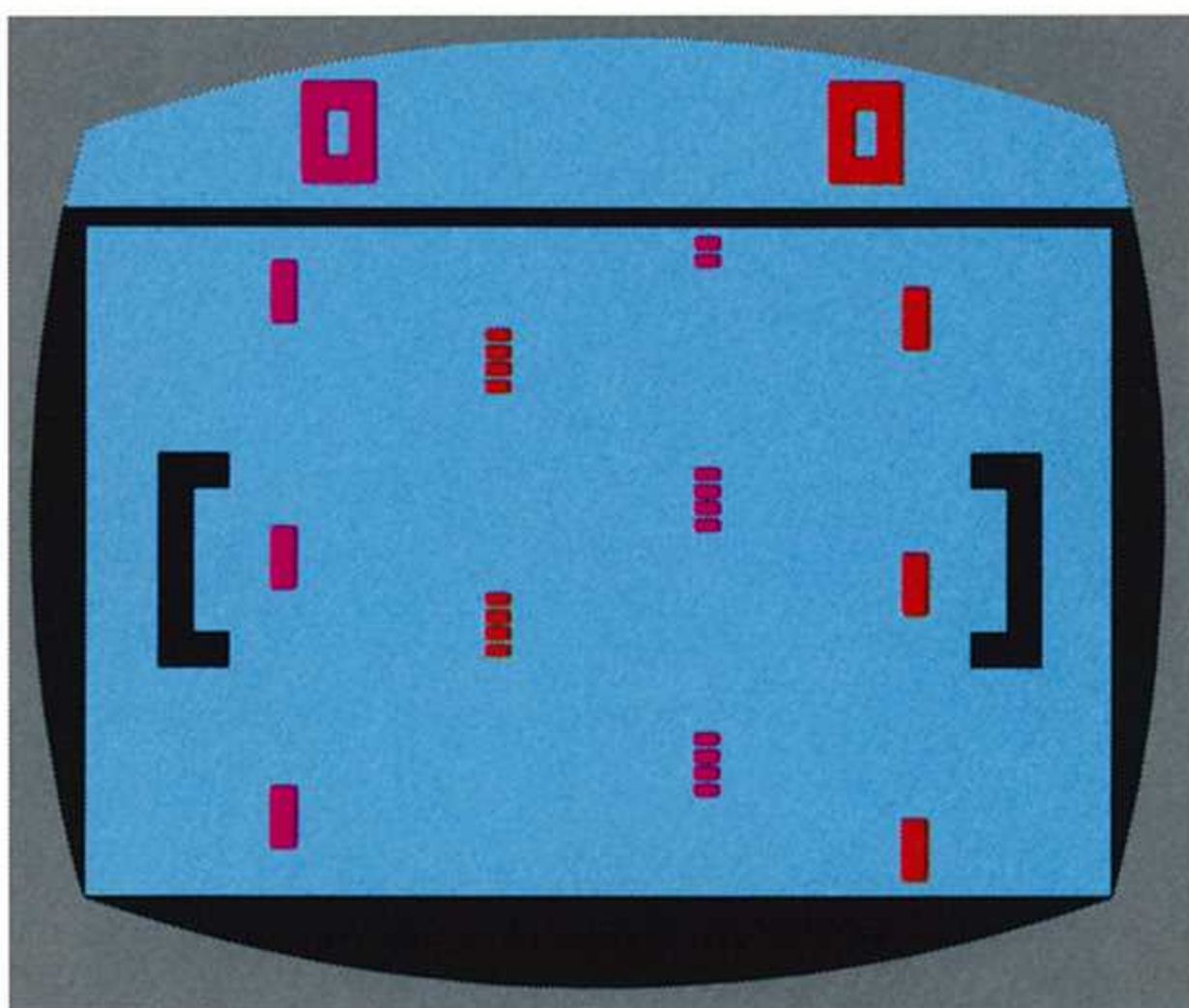
Each player controls three hockey sticks: two for offense and one for defense. Cover the playfield with the two offensive sticks and defend your goal with the defensive stick.



HOCKEY 4-I Playfield

HOCKEY 4-I
(Four-Player Game)

In this game for two teams (four players), each team has an offensive and defensive player. The offensive player controls the forward stick and drives the puck toward the opponents' goal. The defensive player guards the goal.



HOCKEY 4-II Playfield

HOCKEY 4-II
(Four-Player Game)

Double your hockey fun with two players on each team. Each player controls a row of hockey sticks. Any one stick can move across half the playfield. There are four sticks per row, but only three appear on the playfield at one time.

ATARI® GAME PROGRAM™ INSTRUCTIONS

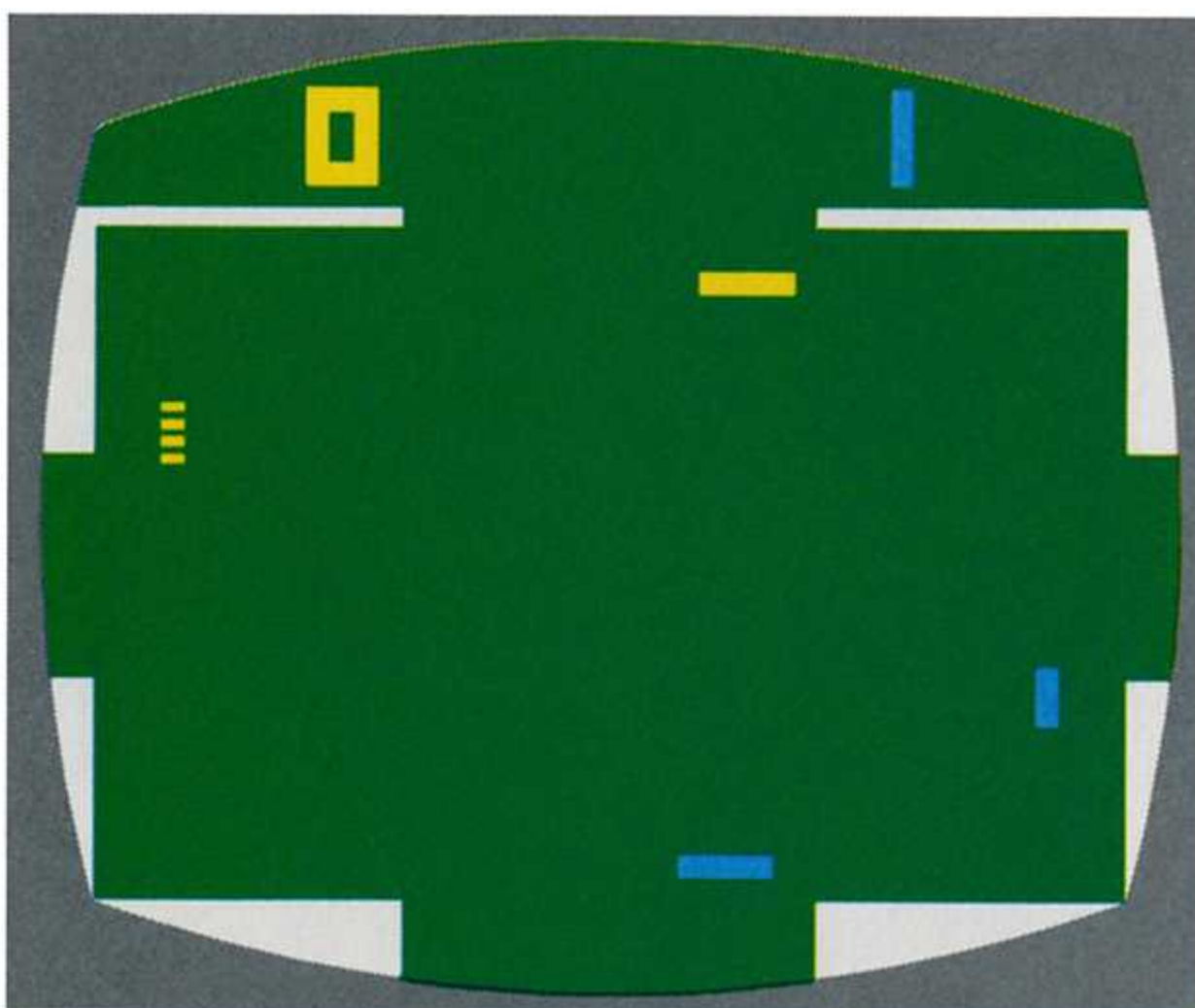
	HOCKEY I		HOCKEY II		HOCKEY III		HOCKEY 4-I		HOCKEY 4-II	
GAME NUMBER	23	24	25	26	27	28	29	30	31	32
NUMBER OF PLAYERS	2	2	2	2	2	2	4	4	4	4
SPEED	Blue		Blue		Blue		Blue		Blue	
WHAMMY		Red		Red				Red		
CATCH						Yellow				Yellow

QUADRAPONG®

This is the king of PONG® games, for two teams (two players per team). Each player controls a paddle, which moves either vertically or horizontally along one side of the rectangular playfield (see the diagram). Each side of the playfield has a goal, defended by a player. To score a point, a player must hit the ball into one of the two goals defended by the opponents. (He must be careful not to hit the ball into the goal defended by his teammate!) The first team to score 21 points wins the game.

Scores appear at the top of the playfield and are color-coordinated with the paddles. The score for the team defending the top and left goals is at top left, and the score for the team guarding the bottom and right goals is at top right.

The computer serves the first ball. After that, the last team to score serves the ball. To serve, wait at least one second after scoring, then press the red button on the Paddle Controller. Either player on a team can serve the ball.

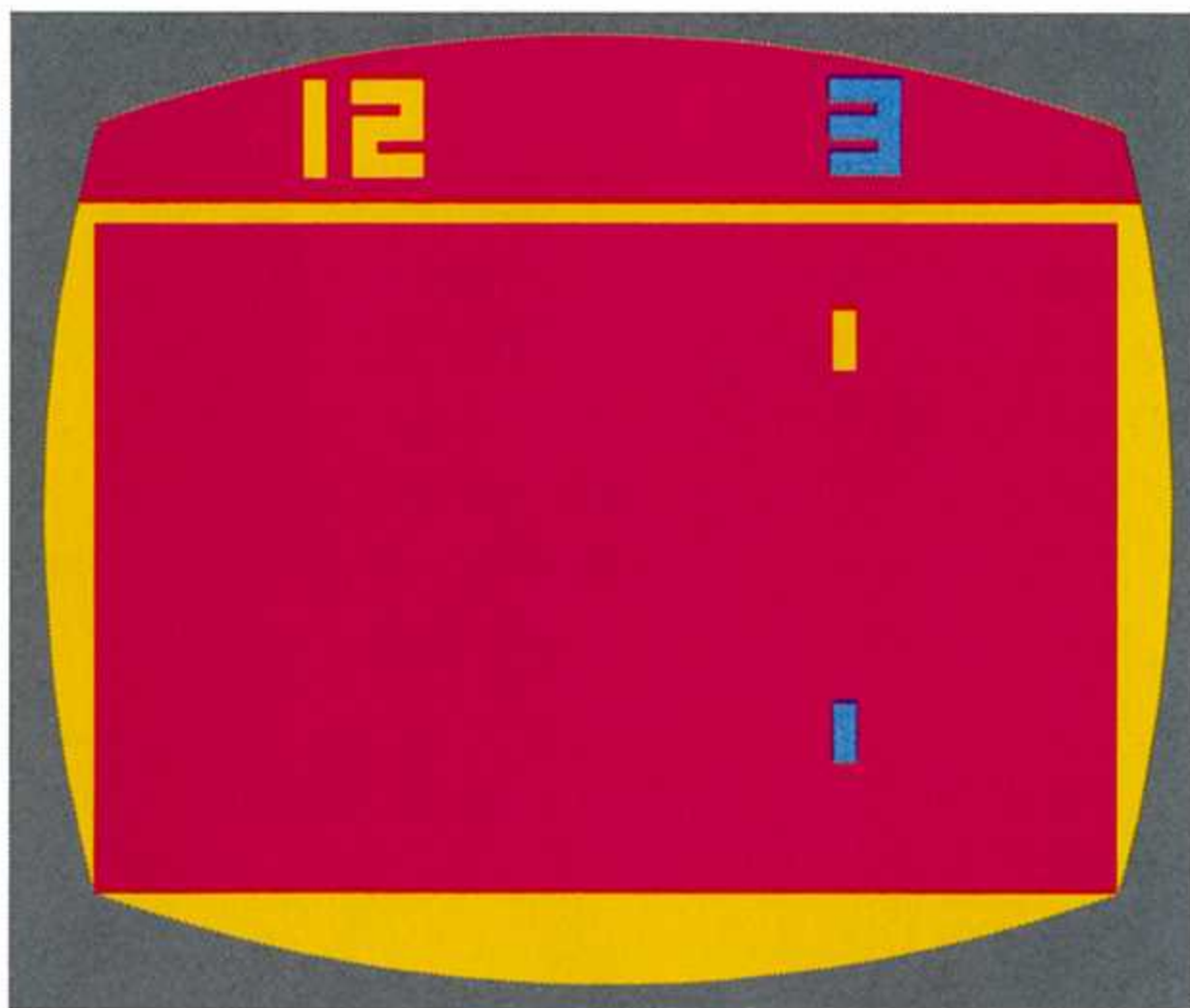


QUADRAPONG® Playfield

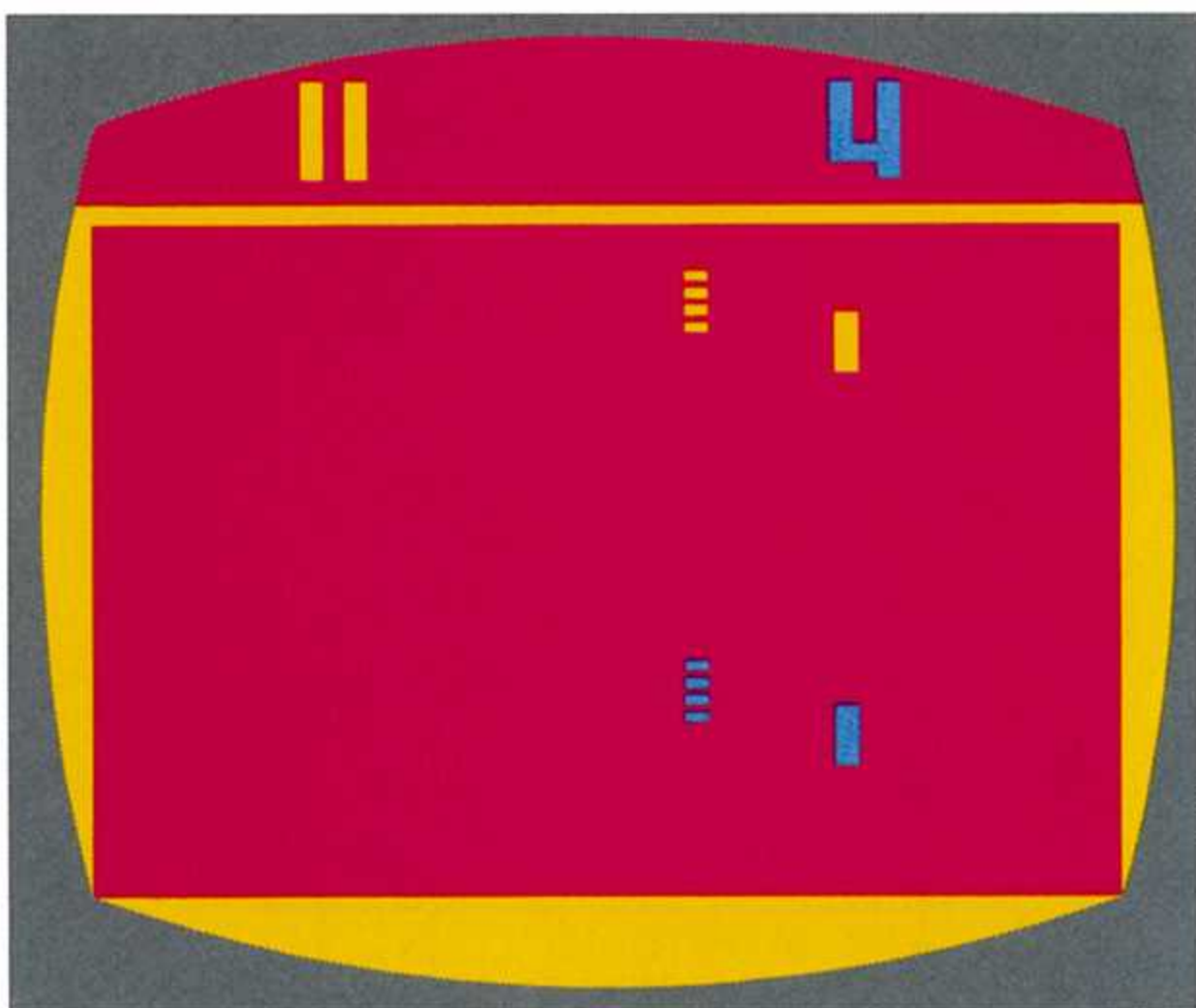
	QUADRA-PONG	
GAME NUMBER	33	34
NUMBER OF PLAYERS	4	4
SPEED	Blue	
CATCH		Yellow

HANDBALL

There's a singles game for two players and a doubles game for four players. Either game plays like regulation handball. Each player controls one paddle. In doubles, one of the players on the team plays forward and controls a striped paddle.



HANDBALL Playfield



HANDBALL II Playfield

Scores appear at the top of the playfield and are color-coordinated with the paddles. If you have the right Paddle Controller(s), your score is at top right; if you're using the left controller(s), your score is at top left.

The computer serves the first ball. After that, the last player or team to score serves. When your paddle is blinking, it's your turn to serve. In doubles, either player on a team can serve. To serve the ball, wait at least one second after scoring a point, then press the red button on the Paddle Controller.

When your paddle is solid, it is your turn to hit the ball. After you successfully hit the ball, your paddle will start to blink. If you hit the ball out of turn (when your paddle is blinking), your opponent scores one point. You score one point when your opponent misses the ball or hits it out of turn. The first player or team to reach 21 points wins the game.

HANDBALL (Two-Player Game)

Each player controls one paddle and competes for points.

HANDBALL II (Four-Player Game)

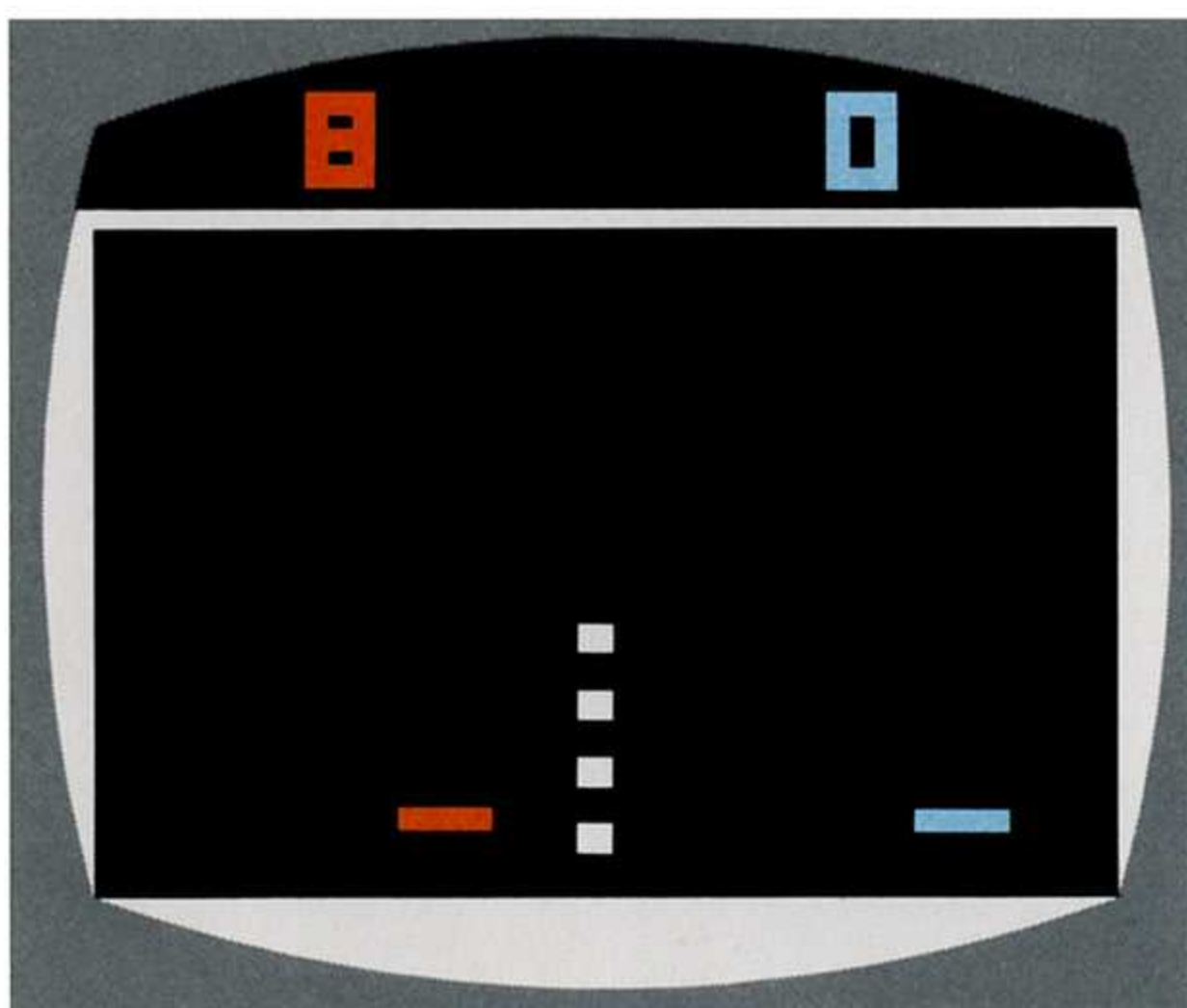
It's a doubles game of handball! Two players are on one team. Each player controls one paddle. Either player on a team can make the hit.

	HAND-BALL		HAND-BALL I	
GAME NUMBER	35	36	37	38
NUMBER OF PLAYERS	2	2	4	4
SPEED	Blue	White	Blue	White
WHAMMY	White	Red	White	Red

VOLLEYBALL

Two or four players can play volleyball. The object? To successfully return the ball over the net in the center of the playfield.

Each player controls one paddle, which moves horizontally along the bottom of the playfield. In doubles (four players), one of the players on a team plays forward, close to the net, with a smaller paddle.



VOLLEYBALL Playfield

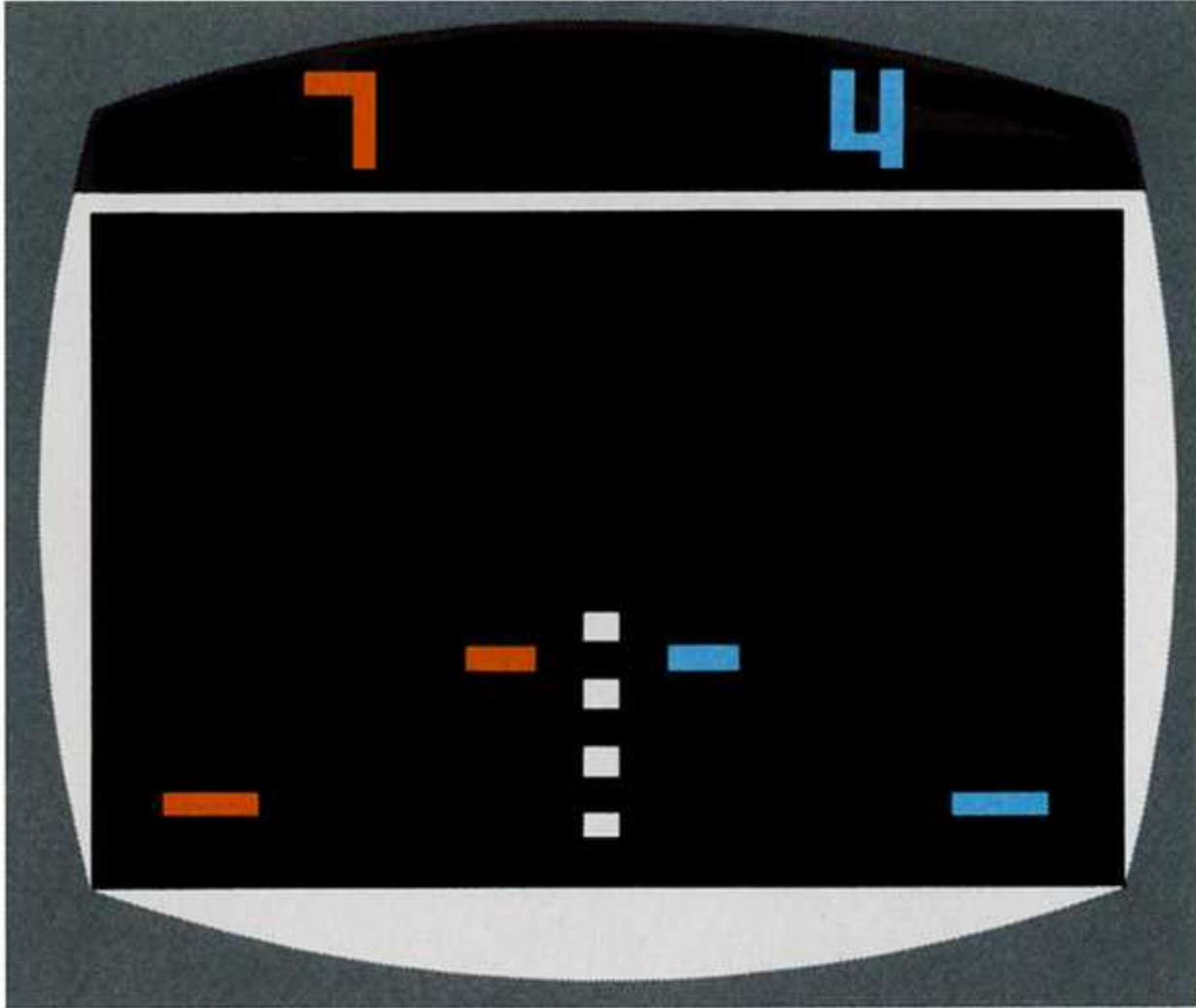
Scores appear at the top of the playfield and are color-coordinated with the paddles. The score for the paddle(s) in the left court is at top left, and the score for the paddle(s) in the right court is at top right.

The computer serves the first ball into the left court. After that, the last player or team to score serves. In doubles, either player on a team can serve. To serve, press the red button on the Paddle Controller.

A player or team scores one point when the opponent misses the ball or hits it into the net. The first player or team to score 21 points wins the game.

VOLLEYBALL (Two-Player Game)

Two competing players each control a paddle and volley for points.



VOLLEYBALL 4 Playfield

VOLLEYBALL 4
(Four-Player Game)

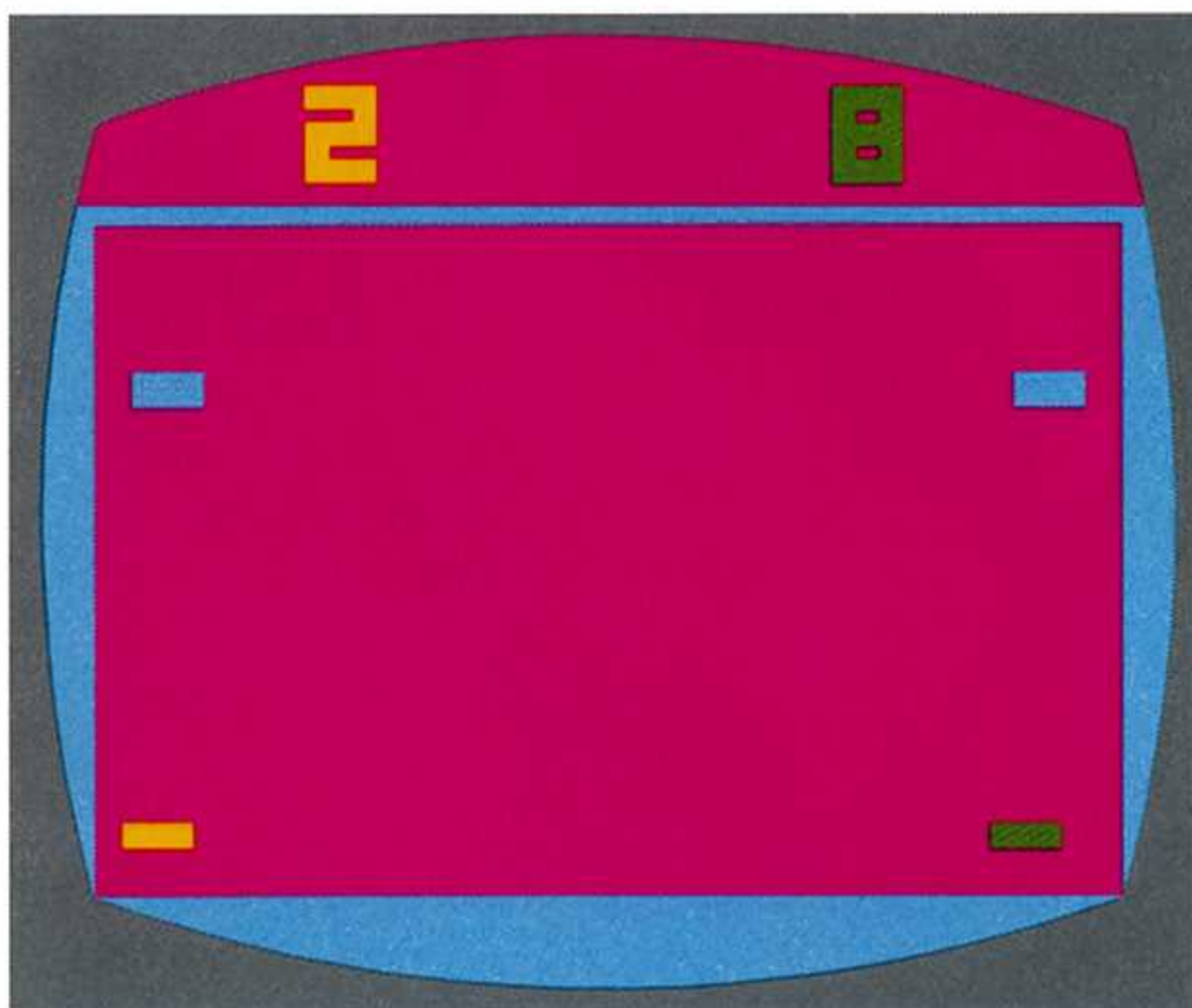
With two players on each team, you can set up and spike the ball.

	VOLLEY-BALL		VOLLEY-BALL 4	
GAME NUMBER	39	40	41	42
NUMBER OF PLAYERS	2	2	4	4
JUMP				

BASKETBALL

Get ready to shoot baskets! Two or four players can play basketball. Each player controls a paddle that covers half the length of the basketball court at the bottom of the playfield. In team games for four players, one member of each team controls a smaller paddle positioned closer to the baskets. The player or team in the left court must shoot the ball into the basket on the right, and the player or team in the right court must shoot for the basket on the left. Players or teams score one point for each basket. The first player or team to score 21 points wins the game.

Scores appear at the top of the playfield and are color-coordinated with the paddles. The score for the player or team controlling paddles



BASKETBALL Playfield

in the left court is at top left, and the score for the player or team controlling paddles in the right court is at top right.

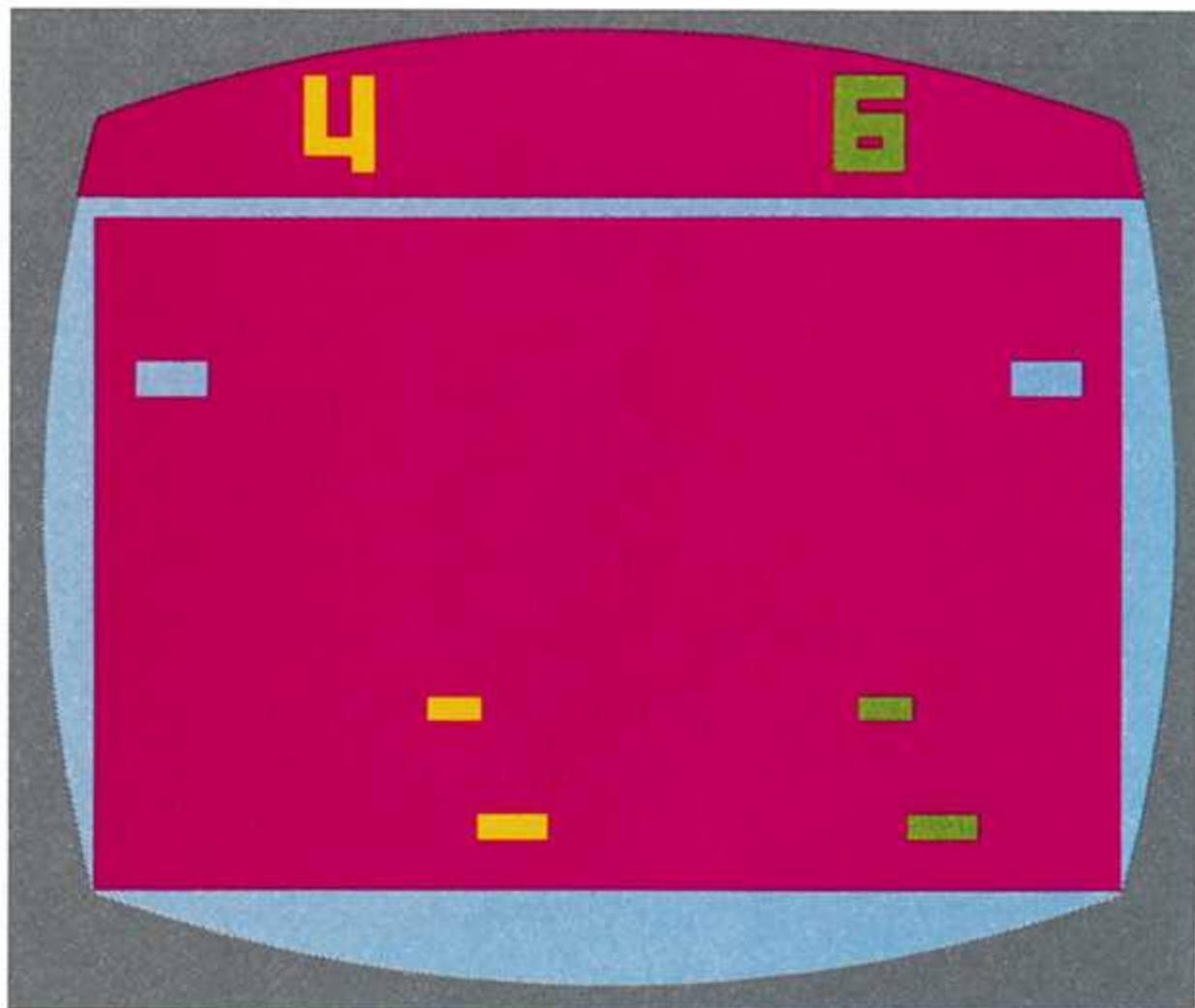
The computer sets the first ball in play. After that, the last player or team to score initiates the play. To start the ball in motion, wait one second after scoring, then press the red button on the Paddle Controller. In team games, either player on a team can put the ball in play.

Where you dribble the ball on your paddle determines the direction the ball will travel. For example, dribble the ball off the right side of your paddle and the ball will shoot to the right.

NOTE: Be careful not to shoot the ball into your opponent's basket on your side of the court.

BASKETBALL (Two-Player Game)

Using the paddles, each player tries to make shots and score. The first player to score 21 points wins the game.



BASKETBALL 4 Playfield

BASKETBALL 4
(Four-Player Game)

Two players are on each team. Each team tries to make shots and score. The first team to reach 21 points wins the game.

	BASKETBALL				BASKETBALL 4			
GAME NUMBER	43	44	45	46	47	48	49	50
NUMBER OF PLAYERS	2	2	2	2	4	4	4	4
WHAMMY								
CATCH								
JUMP								

4. GAME SELECT MATRIX

	PONG										SOCCER							FOOZPONG				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
GAME NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
NUMBER OF PLAYERS	1	1	2	2	4	4	4	4	2	2	4	4	2	2	4	4	4	4	2	2	4	4
SPEED	Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue	
WHAMMY		Red		Red		Red		Red		Red		Red		Red		Red		Red		Red		Red
CATCH																	Yellow		Yellow		Yellow	
JUMP																						

	HOCKEY										QUADRAPONG				HANDBALL				VOLLEYBALL				BASKETBALL					
	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
GAME NUMBER	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
NUMBER OF PLAYERS	2	2	2	2	2	2	4	4	4	4	4	4	2	2	4	4	2	2	4	4	2	2	2	2	4	4	4	4
SPEED	Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue		Blue	
WHAMMY		Red		Red		Red		Red		Red		Red		Red		Red		Red		Red		Red		Red		Red		Red
CATCH						Yellow				Yellow		Yellow						Yellow						Yellow				Yellow
JUMP																												Red

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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