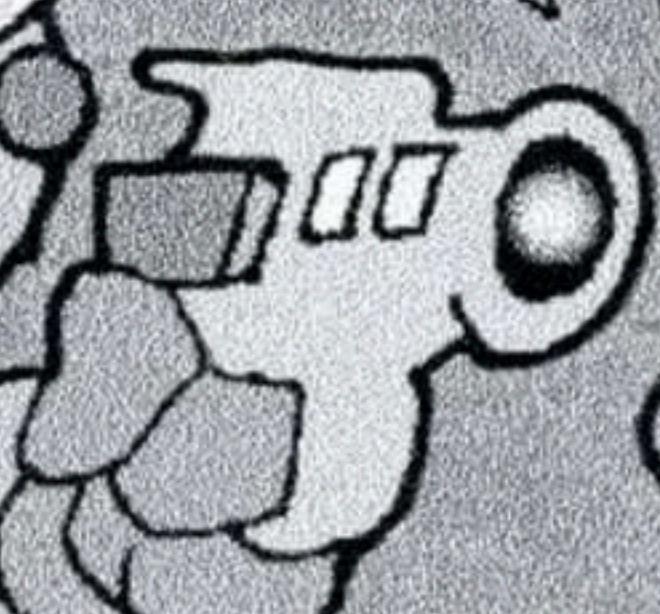
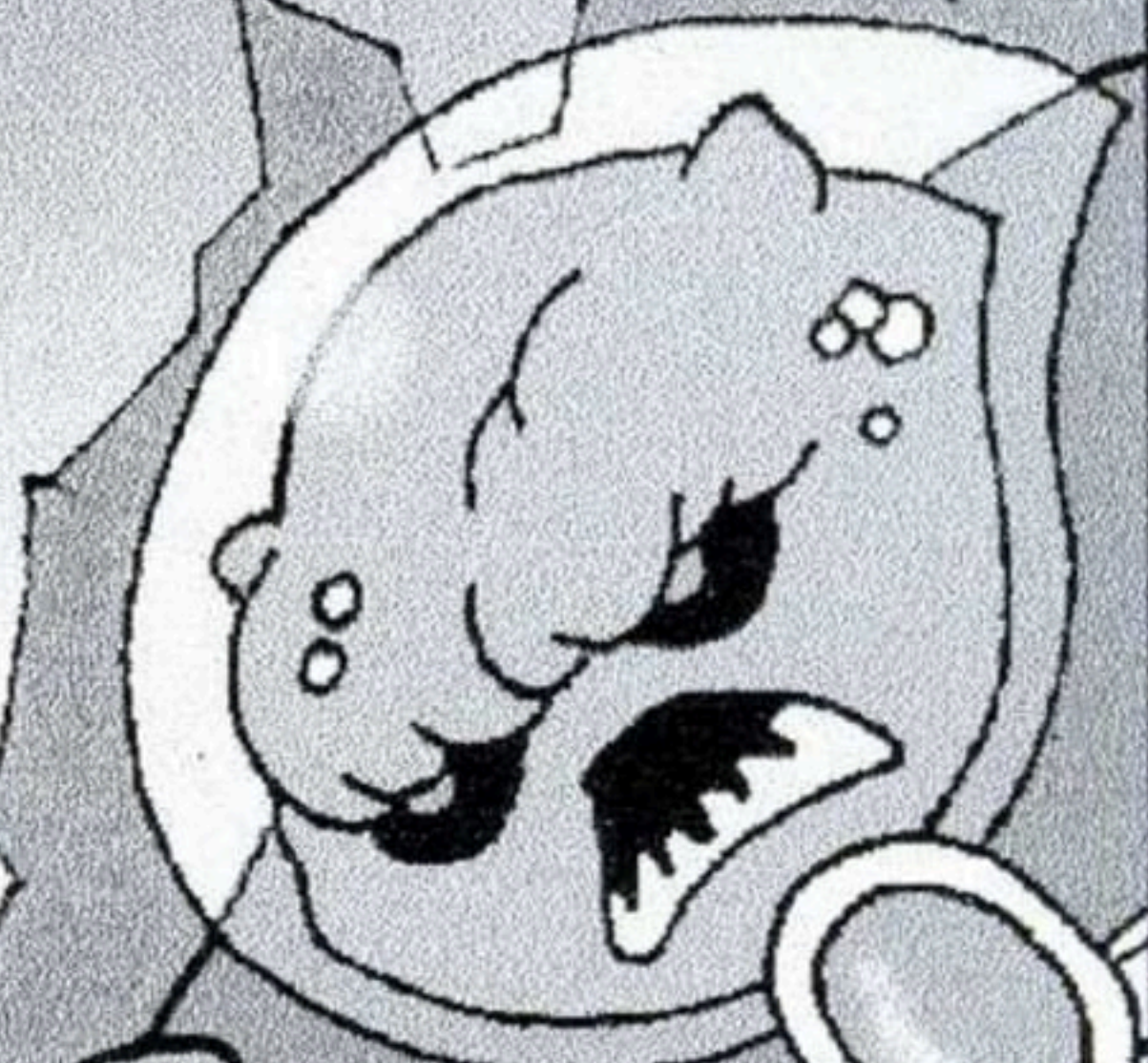


ATOM

SMASH



VIDEOSOFT

David Fryzyski

## A BATTLE TO THE LAST ATOM!

*The Atomic Arena is where all sorts of nasty, burly life-forms come to contest each other in the galaxy's deadliest game! Armed with a regulation Atom Smasher Blaster, you must blast unstable atomic particles past your opponent and out of the arena, but if one hits you, it degrades your very atomic structure, and the results aren't pretty. But remember, someone else has the same goal...*

This was to be the first game under the Video Soft label. but it never saw a release... until now!

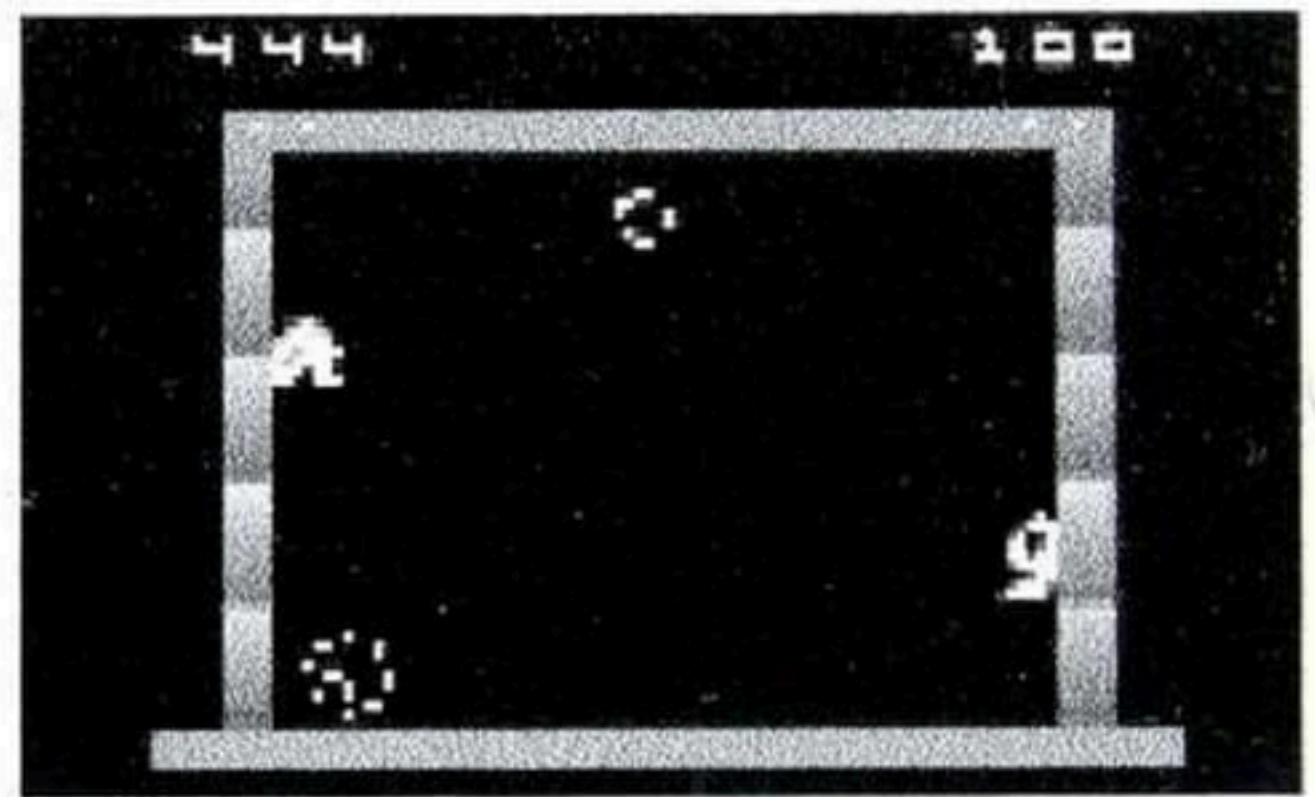
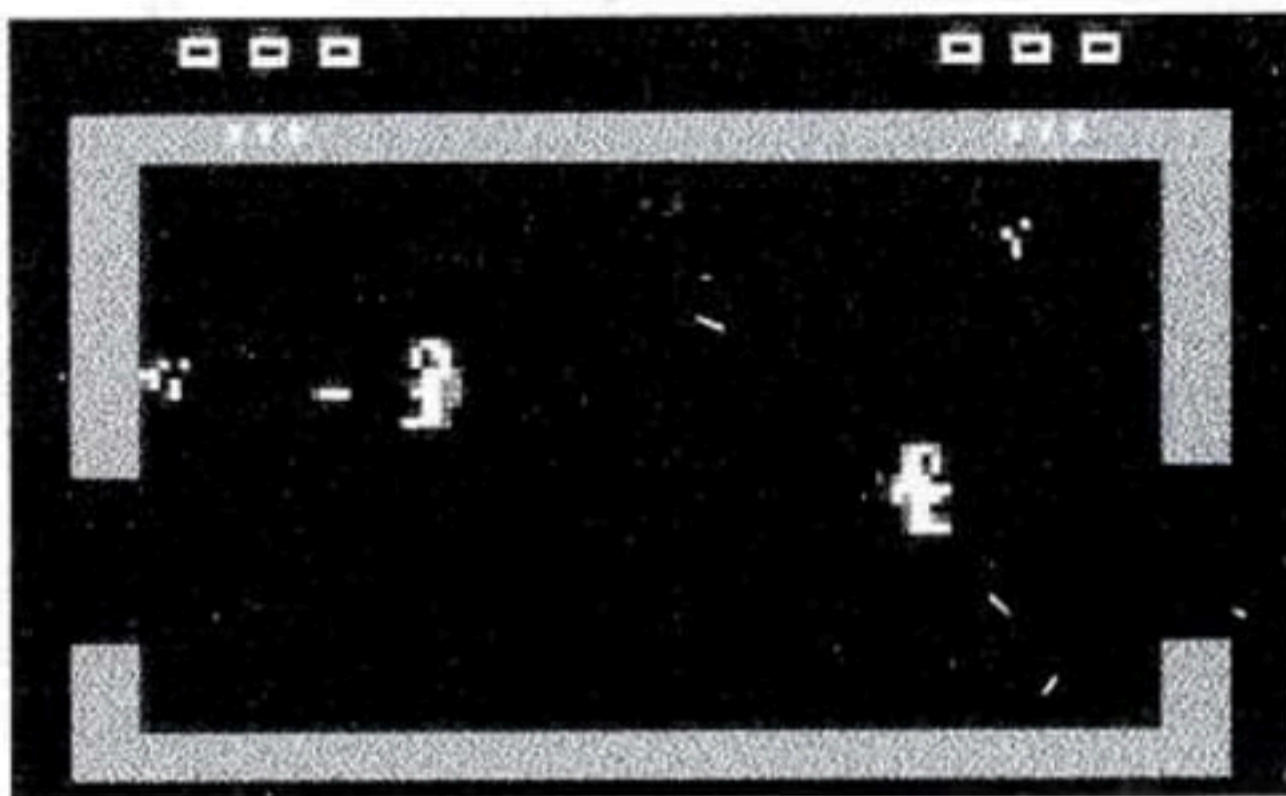
Pressing **SELECT** chooses between player vs. player, player vs. computer (either side), or computer vs. computer. The **Difficulty Switches** allow the option of having either a left-handed or right-handed joystick - a first for Atari VCS games! Press **RESET** to start the game. The **TV Type** switch is used to pause a game.

Players start the game on opposite ends of the arena, with 3 lives. Small atomic particles will float around and are worth 1 point each time you shoot one.

Particles exiting the arena are worth anywhere from 10 to 80 points, depending on the size. You get points for those that exit opposite of where you first started. Shooting your rival doesn't earn you any points, but it will shock them for a few seconds, so use that to your advantage.

When the largest-sized particle exits the arena, both players will be sent to a different arena. Unlike the first arena, this one is strictly a battle for your life! There are no points here.

The arena is smaller and your movements will be confined to simply moving up and down along your respective sides. Players won't have their blasters, so you'll need to avoid the 3 large particles for as long as possible. Be careful, because you'll enter this arena in whatever your current physical state is, and the particles will speed up the longer you're in there!



The Video Soft ATOM SMASHER cartridge is designed to operate with the ATARI® 2600™ Video Computer System™ console and all compatible machines.

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 cartridge and your ATARI® 2600™ VCS™.

The ATOM SMASHER team:

David Tryzenski, artwork

Randy Crihfield, cartridge pcbs

Joe Santulli, cartridge casings

Tim Duarte, marketing

Scott Stilphen, everything else

\*Special thanks to Jerry Lawson,  
for making this project possible.