

ATARI® 2600™

RACER



Wonder007 would like to thank all of people who have assisted in bringing Racer to the community at large.

Credits:

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Special thanks to those who have asked to remain anonymous.

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.

ATARI GAME PROGRAM INSTRUCTIONS

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1. THE GREAT RACE



It's half past three, and the road stretches ahead of you into the distance in a hazy blur. You're behind the wheel of your brand new Atari Supercar, and the long, long road ahead is waiting for you.

The landscape zooms by in a blur, faster and faster as you put peddle to the metal. It takes nerves of steel to drive this fast, and a steady hand, but then, you're the best, or you wouldn't be here.

You're out to beat the Atari cross-

country speed record. It will take a deft hand at the wheel too, as your Atari Supercar continues to accelerate. Watch out for those turns! It's dangerous out here, and the roads are tricky. Keep a sharp eye out for rocks, and sudden turns.

But wait! There's someone behind you. Why it's Dastardly Dave, that sneaky speeding wheelman, and it looks like he's after the record too! Careful now, he's not above a cowardly sideswipe or two, and if he can push you out of the race, then he

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wins by default. Don't let him! It will take all of your driving skills to pull this one off. You may have to use a few tricky maneuvers of your own, if you want to see the checkered flag before he does.

It's a breakneck race to the finish line, and at speeds that only your Atari Supercar can handle. Are your reflexes up to the challenge? Only you and your Atari 2600 Video Computer System can find out. Put your foot on the floor, and both hands on the wheel. You're a real Atari Racer now,

and the road is all yours.

Now it's on to the home stretch, and Dastardly Dave is right behind you. Give it everything you've got, throw caution to the wind, and may the best man win!

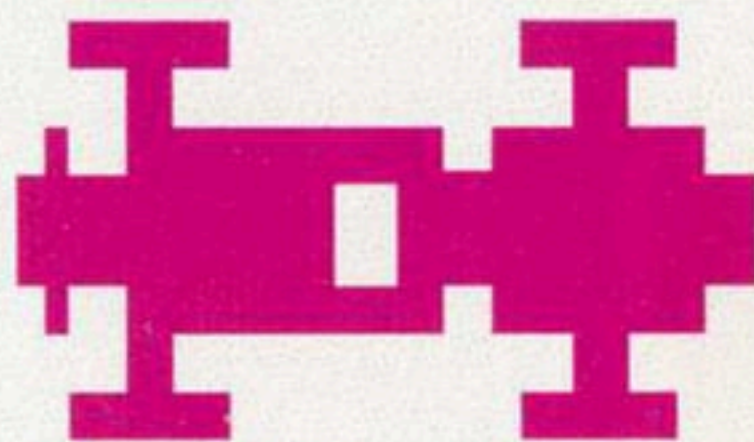


Figure 1— Your Atari Supercar

2. USING THE CONTROLLER



Use your Atari Joystick Controller with this Atari Game Program Cartridge.

Press the controller button to start game play. Your Atari Supercar moves up, down, left, right and diagonally, depending on the direction you push the joystick.

You must move your Supercar around the scrolling landscape, dodging obstacles and the roadside. At timed intervals, your car will automati-

cally accelerate faster, forcing you to react faster to keep on the road.

Note that pressing your Atari Joystick Controller button has no function in this game.

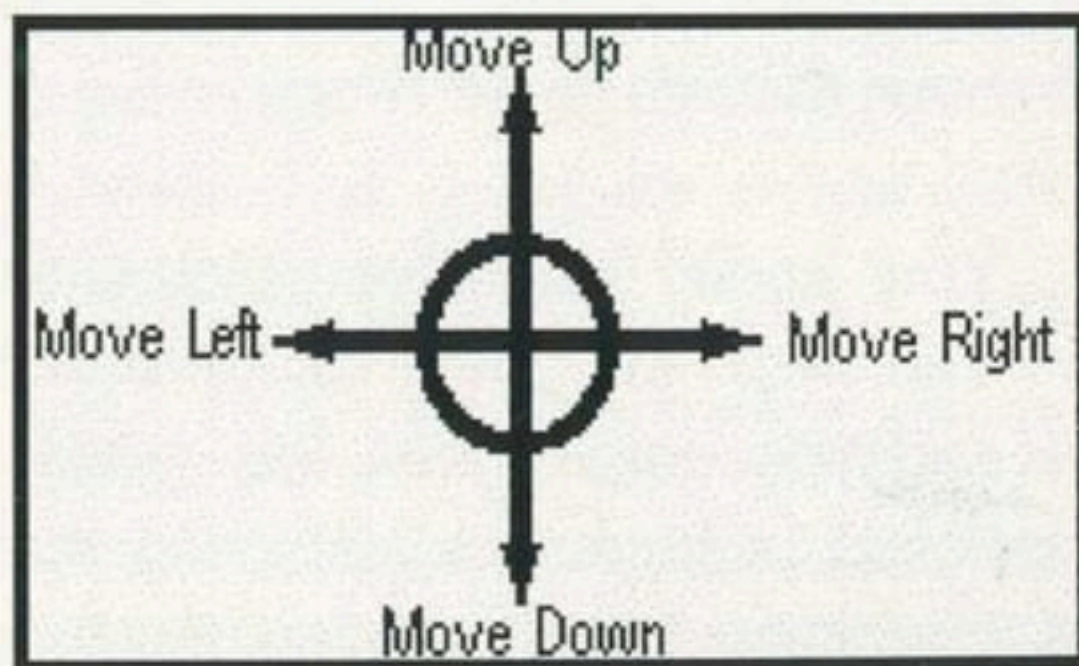
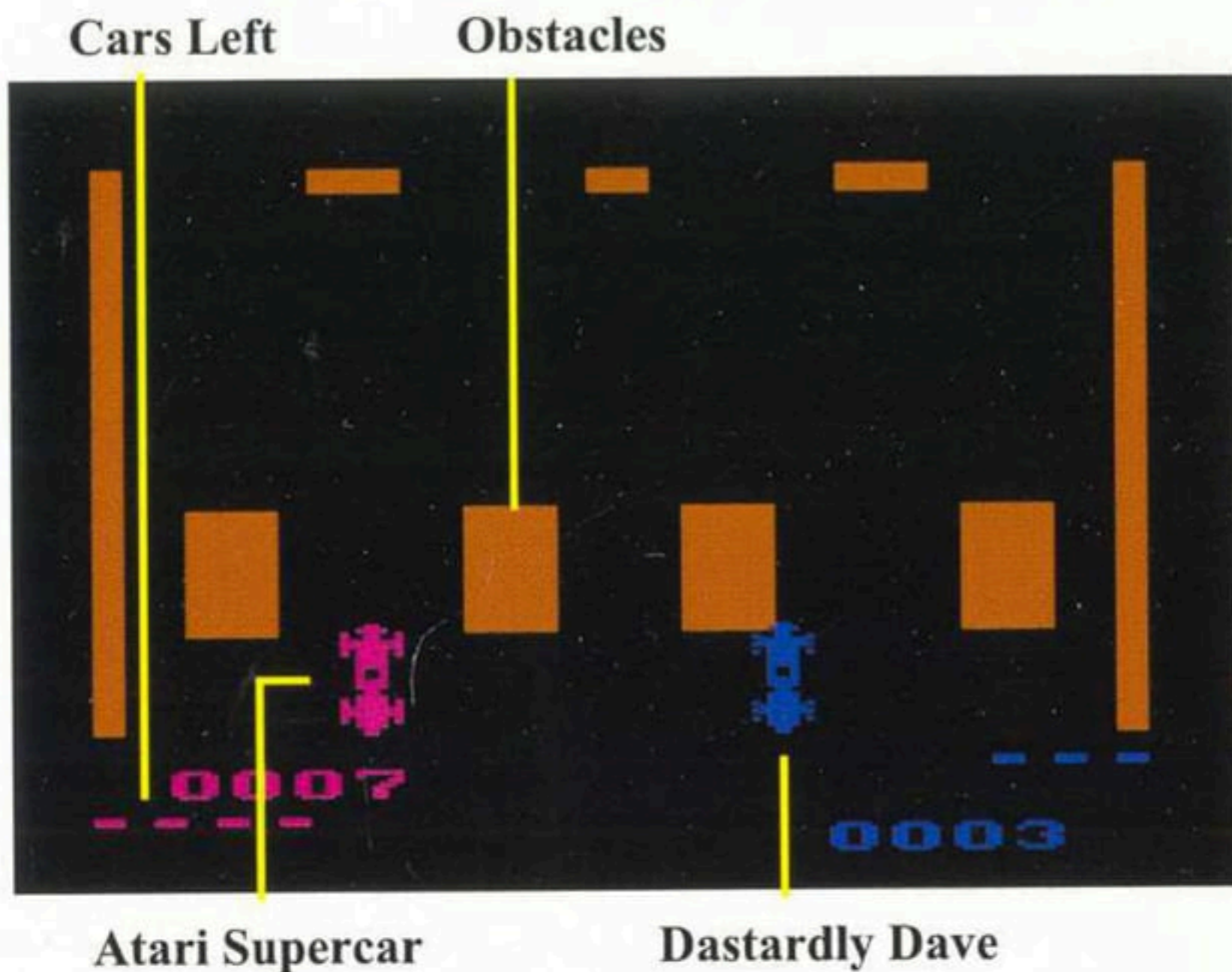


Figure 2— Joystick Controls

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3. GAME PLAY



In Racer, you control your Atari Supercar in a breakneck race. Using your Atari joystick, you will maneuver your Supercar to avoid the rapidly scrolling landscape, which gets faster as you go. Keep your eyes on the road if you want to survive. Hitting obstacles or the roadside will cost you a car. When all of your cars have been lost, it's game over.

Your speed increases automatically. You begin the game with three cars, and you earn a new car every 30 points. It becomes harder to dodge obstacles as the speed increases, which is where your skill as a racer comes into play.

Player 1 controls the Atari Supercar. In a two player game, the second player controls Dastardly Dave, and things get even more interesting. You start off on opposite sides of the track, but at certain intervals, the roads converge, and either player may jump over to the other player's side of the track for a little head to head bumper car action!

Anything is fair game, so use your skills to cut off, sideswipe, or bump the other player. In this race, it's the last man standing who wins!

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4. CONSOLE CONTROLS

GAME RESET SWITCH

Press the GAME RESET SWITCH during game play to return the race to the beginning.

GAME SELECT SWITCH

Press the GAME SELECT SWITCH to choose different game variations.

TV TYPE SWITCH

Switch this to COLOR if your set supports color, and to B/W to play the game on a black and white TV.

On modern televisions, this switch should always be left on 'Color', to avoid loss of color.

5. GAME VARIATIONS

Press the GAME SELECT SWITCH to choose between the ten game variations provided on your RACER Game Program Cartridge.

Games 1,3,5,7, and 9 are single player games, where it's just you and the long road ahead, where you must contend with obstacles and increasing speed. Your score is displayed at the bottom of the screen.

Games 2,4,6,8, and 10 are two player variations, where Player 1 controls the Atari Supercar, and Player 2 controls Dastardly Dave.

Games 9 and 10 are easier versions of the game, meant for younger players, or those wanting a more relaxing experience.



Game difficulty increases with the mode selected, where games 1 & 2 start at slow speed, 3 and 4 are moderate, 5 & 6 are fast, and games 7 & 8 require a real Atari Racer to survive.

Note that all game variations increase in speed as time passes, with the exception of variations 9 & 10, which maintain a constant speed for younger players.

RAGEER

GAME CARTRIDGE LIMITED NINETY DAY WARRANTY

Warranty applies to the original purchaser of the Game Program Cartridge. Warranty does not include Cthulian Overlords or other nefarious beings who acquire Game Program Cartridge through interstellar espionage, theft, or seduction by latex robots. Product shall be free from any defects in material and workmanship for 90 interstellar units following purchase.

Note that this warranty does not include damage or theft incurred by usage as a plate, coaster, doorstop, pirate eye patch, improvised shuriken, or substitute flux capacitor. Warranty will not cover any attacks by Ninja, Shaolin monks, large rubber monsters, Stormtroopers, Cthulian horrors, orbital bombardments, giant squid, Space balls, the Bluesmobile, or rabid Sasquatch. Note that any damage occurred by exposure to Chuck Norris will be honored, as it is his game. Please note that all your base does NOT belong to us. Defective Game program cartridges will be disposed of in Alamogordo Texas, and buried with Jimmy Hoffa and Jackie Onassis. Customer service calls will be handled by Yeti. Please do not feed the fish.

