

VIDEO GAME CARTRIDGE
FOR THE ATARI 2600 VCS

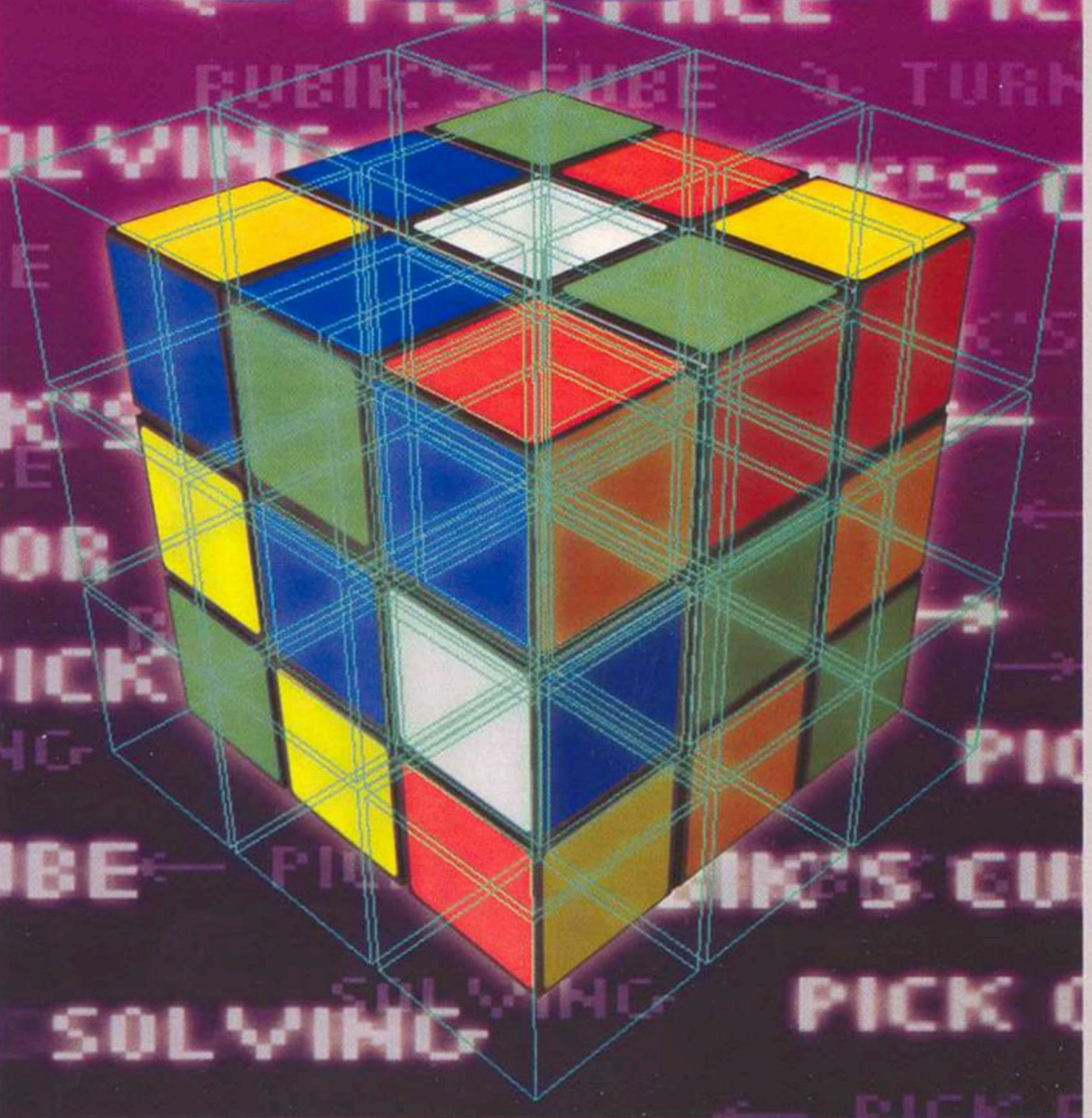
ATARI 2600

An Exciting Mindbender!



A Classic Puzzler!

RUBIK'S CUBE



Atari and the Atari logo are trademarks of Infogrames, Inc.
Use of the Rubik's Cube® is used by permission of Seven Towns Ltd.

Insert your 2600 game cartridge so the top label faces you and reads right-side-up. Be sure the cartridge is firmly seated in the center slot of the console, but do not force it. Then flip the POWER switch to the ON position. See your owner's manual for further details.

CAN YOU SOLVE IT?

Are you up to the challenge of trying to master the Cube? Restore all of its six sides to the original colors in this mesmerizing 3D translation of the hit puzzle game synonymous with the 80s!

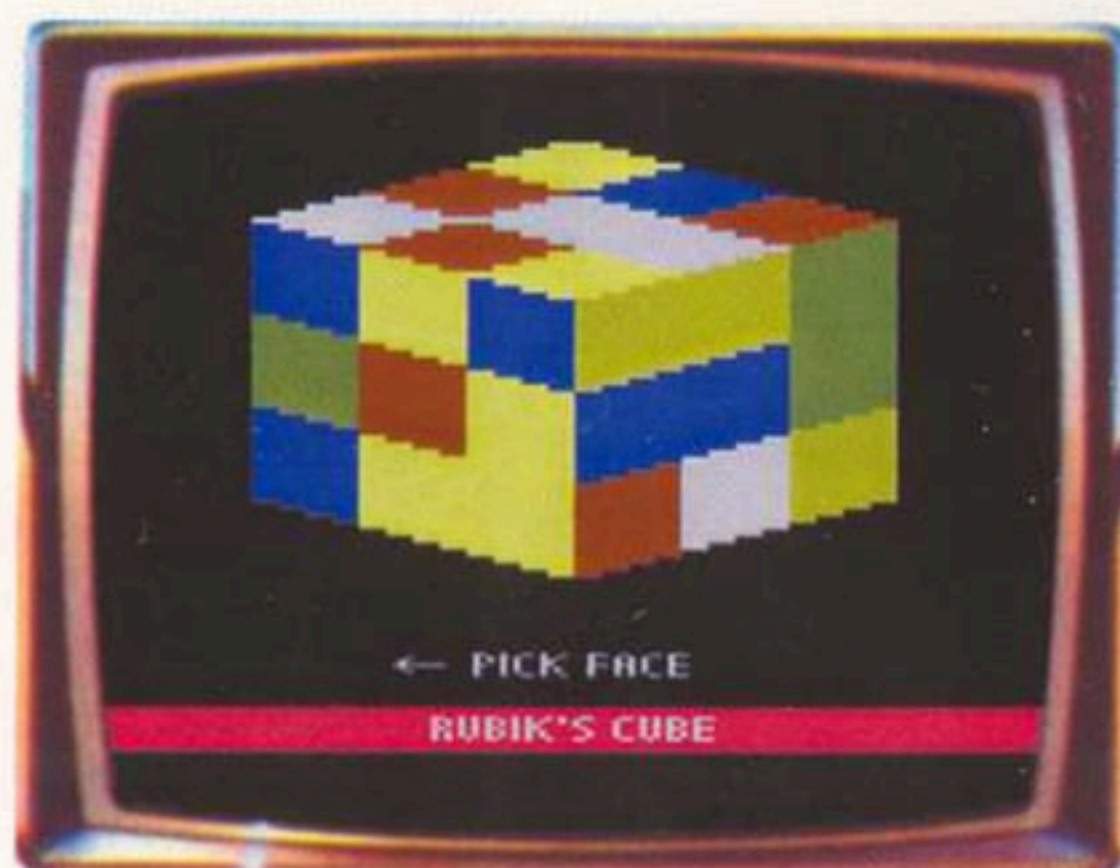
When solved, every face of Rubik's Cube is a solid color. Once you start turning, twisting and flipping, it's easy to mix up the colors. Not to worry - Rubik's Cube can be set right from any mixed-up combination.

GAME MODES

The game can be played in two modes and two speeds.

Normal speed: Player 1 switch set to Easy.

Faster speed: Player 1 switch set to Hard.



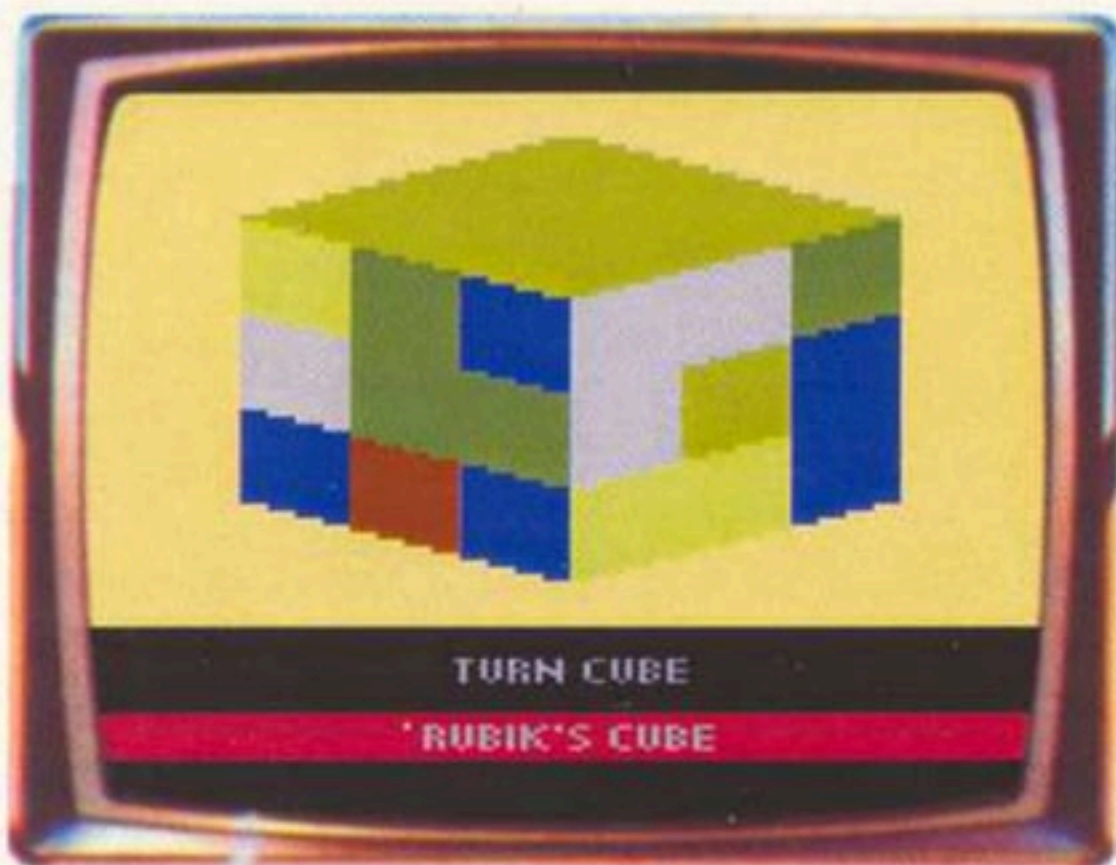


Speed can be changed at any time.

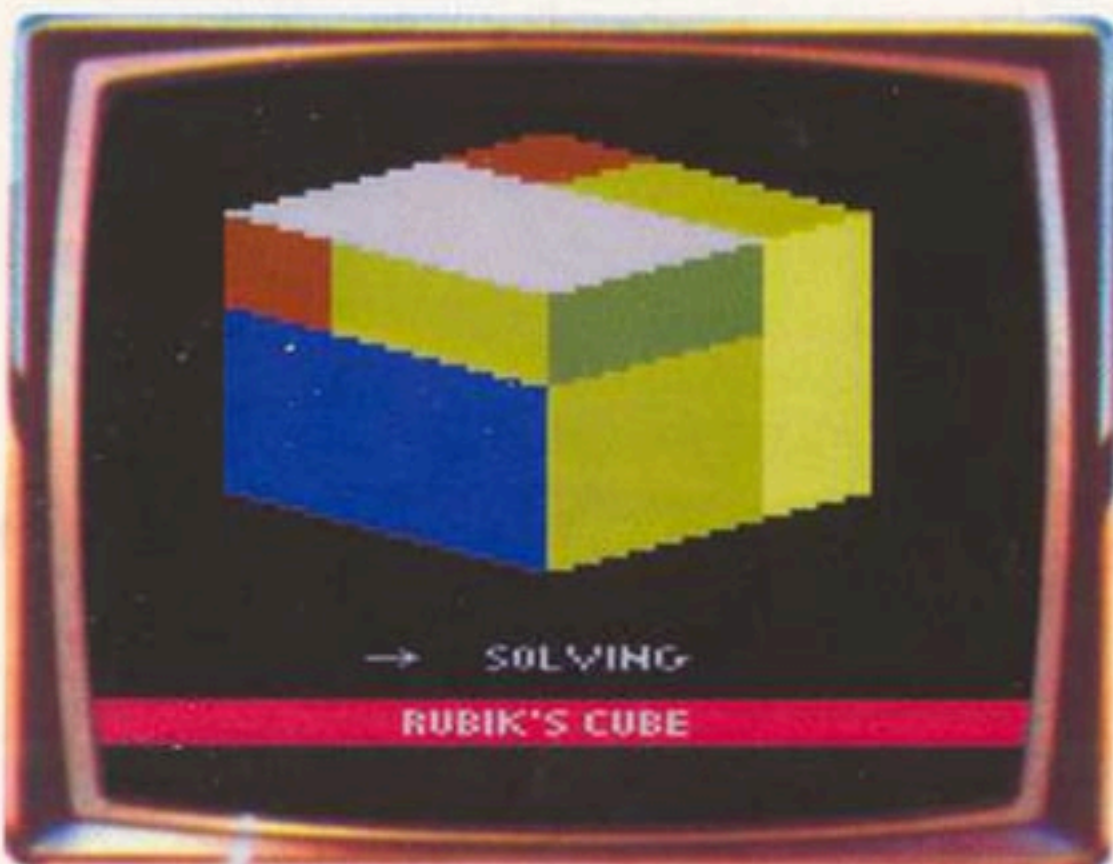
Normal mode: Player 0 switch set to Hard.

Cheat mode: Player 0 switch set to Easy.

Colors can only be changed in Cheat mode, and slices can be rotated only in Normal mode. It is possible to change the mode at any time.

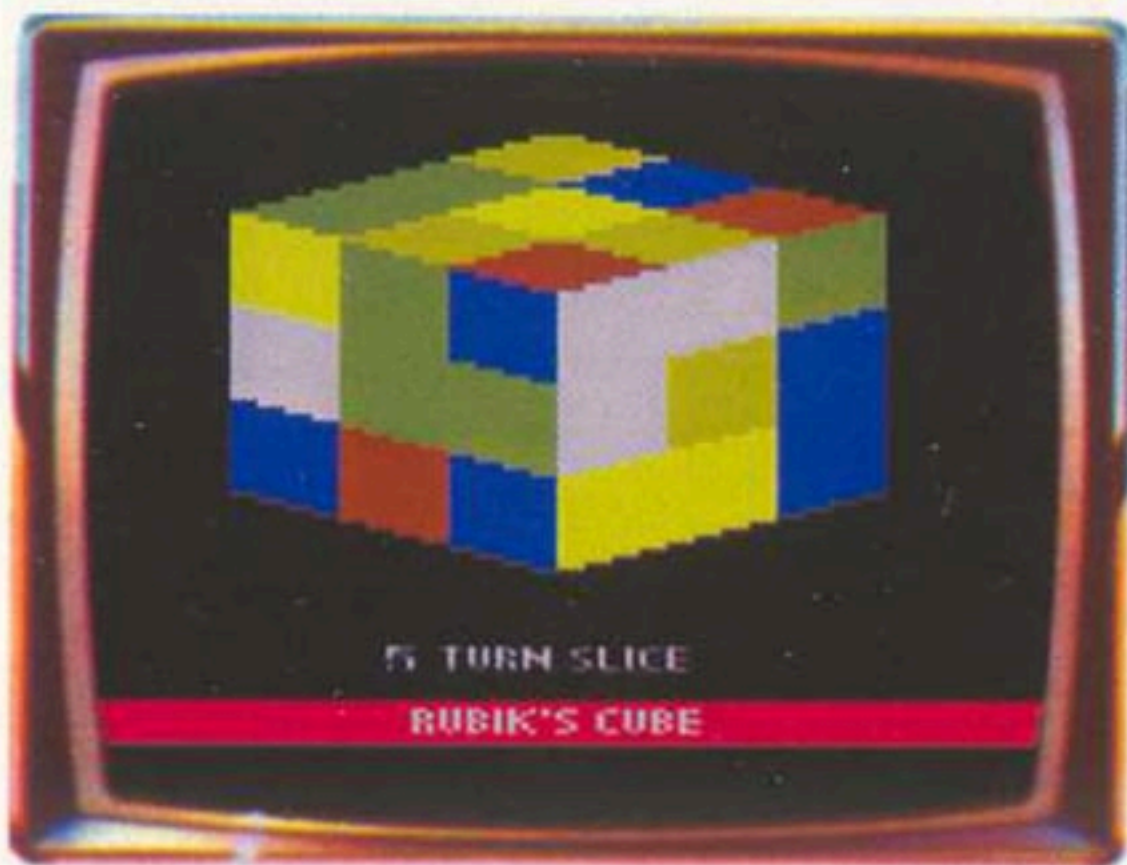


Use the Fire button to switch between options: "Turn Cube", "Pick Face", and either "Pick Color" (Cheat Mode) or "Turn Slice" (Normal Mode). Use the four joystick directions to turn the cube, pick a face, change the color of the selected face, or turn the slice of the selected face.



The game has a special Solve option which will solve the cube. However, colors must not have been changed. Any face whose color has been changed using the cheat mode must be restored to its initial color. It is not possible to swap colors even if the cube can still be solved.

If the Solve option is tried after one color is changed, a yellow background will appear to warn the player that the option cannot be used.



There is no way to restore the colors automatically.

The Solve option (available when colors are not changed) can be turned on using the Game Select switch. It is possible to return to play mode using this switch.

The Cube will be solved in step-by-step mode, either in normal or fast speed, depending on the position of the Player 1 switch.

When Fire is pressed constantly, the cube solves by itself until Fire is released.

When solving, the program shows the direction of each rotation performed.

The normal mode lets you rotate a slice once you have selected a face. Since there are 6 possible rotations for 4 joystick directions, the program must show the direction of the rotation. This is done by 3 color shifts from face to face until the desired configuration is reached.



ATARI, CORP.
Sunnyvale, CA 94086
© 1988 ATARI, CORP. ALL RIGHTS RESERVED MADE IN U.S.A.
Atari and the Atari logo are trademarks of Infogrames, Inc.
*Video Arcade and Video Arcade II are trademarks of Sears, Roebuck and Co.
Use of the Rubik's Cube® is used by permission of Seven Towns Ltd.



Released and assembled by
David Winter (www.pong-story.com)
Produced by AtariAge
(www.atariage.com)
Label, Box and Manual artwork/
layout by Mike Mika