

ATARI® 400/800™

COMPUTER PROGRAM CASSETTE HANGMAN

CX4108

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Optional Accessory: One Joystick Controller

Use the following procedure to start your **HANGMAN** Computer Program Cassette.

1. Insert an **ATARI® BASIC** (Computing Language) **Cartridge** into your **ATARI 400™** or **ATARI 800™** computer console slot. (Insert in the **LEFT CARTRIDGE** slot on the **ATARI 800** console.)
2. Make sure the **ATARI 410™ Program Recorder** is properly connected to the computer console, and to a wall or power outlet. (See your **Program Recorder Owner's Manual** for further details, if necessary.)
3. Turn your television on.
4. Power up the computer console by pressing the **POWER** switch on the right side of the console to **ON**. (When an **ATARI Printer** and/or **Disk Drive** is connected to your system, it is possible to have loading problems, depending on how your computer console and peripherals are interconnected. Your best bet is to connect the **Program Recorder** directly into the computer console. If loading problems persist, consult the appropriate **ATARI Owner's Manual**.)
5. If all equipment is properly connected and powered up, your television screen should be displaying the **READY** prompt, with the white square "cursor" just below.
6. Insert side **1** of the **HANGMAN** Program Cassette into the **ATARI 410 Program Recorder**. **REWIND** the tape all the way to the beginning if it is not already at that position. When the tape stops, push **STOP (STOP/EJECT)**.
7. Type **CLOAD** on the computer keyboard and hit **RETURN**. The "beep" sound is a reminder to press **PLAY** on the **Program Recorder**. Hit the **RETURN** key again on the computer console. You will notice through the window of the **Program Recorder** that the tape is turning, which means that the beginning of the program is being loaded into the computer.
8. When the **READY** prompt is again displayed on the screen, type **RUN** on the keyboard and hit **RETURN**.
9. The screen display will now show an **ATARI** logo along with a **LOADING HANGMAN** message. An audio track with music will accompany this process and will provide you with some additional information.
10. At the conclusion of this loading process the introductory display for the **ATARI HANGMAN** program will be shown on the screen. In the middle of the screen will be the question, **INSTRUCTIONS (Y/N)?** ■. If responding yes, type **Y** on the keyboard. If responding no, type **N**. (It is a good idea to read the instructions the first time you play, even if you think you know how to play the game.)
11. If you respond no (**N**), the computer will immediately begin loading the game into memory. After responding yes (**Y**), however, the screen display will show the following instructions:



Use the **OPTION** button on the console to select the game or difficulty level you wish to play. Your three choices are **BEGINNER/INTERMEDIATE/EXPERT**. As you press the **OPTION** button, the selected level will be the one which is a different color than the other two.

