

Plays on the Atari® 2600 Video Computer System™



OUT OF CONTROL®

OUT OF CONTROL®

A single player video game for the
Atari 2600 Video Computer System™ and Sears Video Arcade™

Intended for use with either joystick controller
and a color television.



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Any cartridge which fails will be replaced when returned to:
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As with any video game, turn off
television and game when not in use.

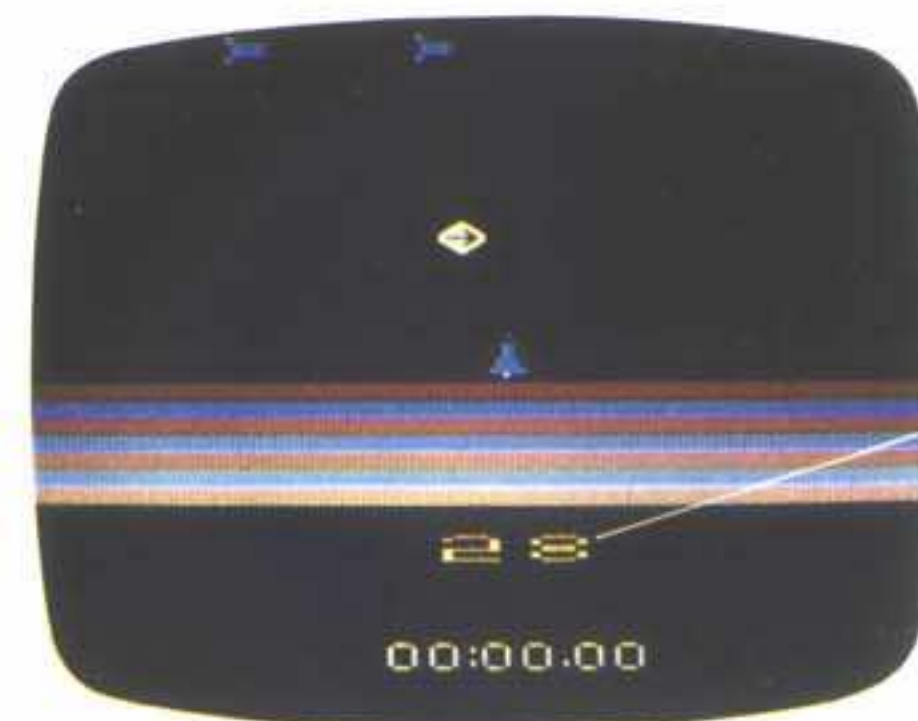
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The Avalon Hill Video Game Company

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OUT OF CONTROL IS AVALON HILL'S TRADEMARK NAME FOR ITS SPACE RACE GAME

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GAME LEVEL
INDICATOR

INSTRUCTIONS

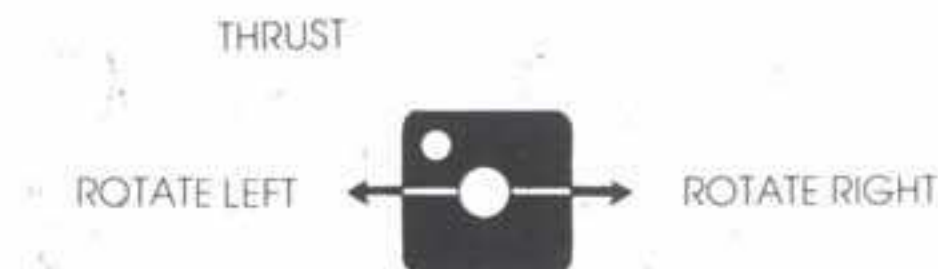
OBJECT

To complete the chosen course as fast as possible without going OUT OF CONTROL. In each course you must maneuver through a series of Space Buoys, pop ten Space Balloons, and safely park in the Dock.

TO START

Select either joystick controller by briefly pressing the fire button. Then choose the desired game by moving the joystick up or down. Every set of two games use the same course. In the odd numbered game, your space ship reacts faster than in the corresponding even numbered game. (Game 13 and 14 are the same course. Your ship reacts faster in game 13 than in game 14.) The game number is displayed above the elapsed time at the bottom of the screen. Start the race by pressing the fire button.

CONTROLLING THE SHIP

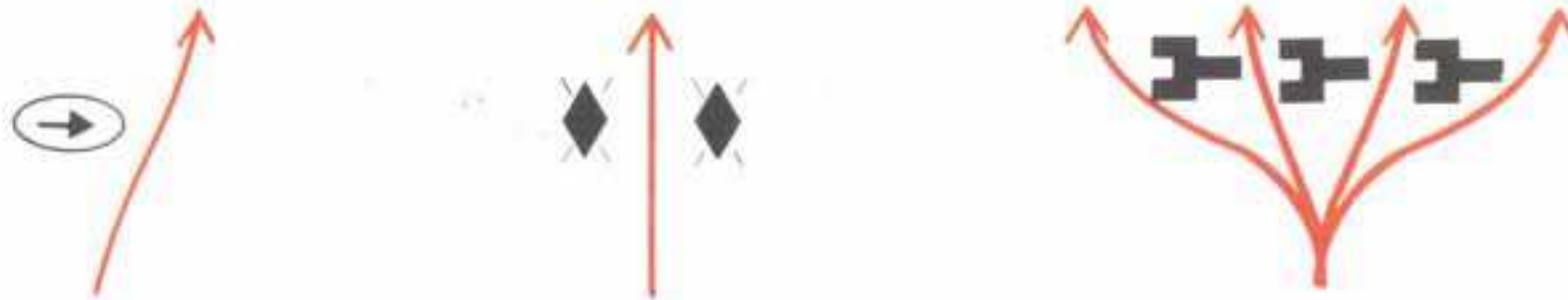


Move the joystick left to rotate the ship counter-clockwise or right to rotate the ship clockwise. Pressing the fire button will provide thrust in the direction that the ship is heading. The spaceship will slow down slowly on its own. To stop more quickly you must turn your space ship to the opposite direction you are going and fire your engines.

SPACE BUOYS

You must pass the Space Buoys in the proper sequence. The Space Buoy that you must pass next will turn white. If it is a single Space Buoy, you must pass it on the side indicated by the flashing arrow. If there are two Space Buoys together, you must pass between them. If there are three Space Buoys in a line, either stationary or moving, you may either pass through them or maneuver around them. If you collide with any Space Buoy, you will be penalized, and must repeat the last set of Space Buoys you successfully passed (now shown in white).

(Space Buoy diagrams)



OUT OF CONTROL

Should you lose control of your space ship and find yourself at the outer limits of the course, your ship will turn red to indicate that you are beyond the limits of the display and will remain red until you maneuver back to the course. (Aim your ship towards the center of the screen and apply thrust to return to the course. Your ship will turn blue as soon as you are back on the course.)



SPACE BALLOONS

When you have successfully passed all the Space Buoys in the proper sequence, ten Space Balloons will appear on the screen, one at a time. You must pop each Balloon by running into it to get the next Balloon to appear.



DOCKING

When the last Space Balloon has burst, the Dock will appear. You must maneuver your space ship inside the Dock and stop without hitting the Dock. Only your maneuvering thruster can be used during docking, causing your ship to react slower than during the previous portions of the course. The clock at the bottom of the screen will stop when you have successfully docked. The game number will also be displayed.

GAME CONTROLS

No switches other than the ON/OFF, COLOR/BW, and RESET switches are used.

You can pause the game by pushing the COLOR/BW switch to the BW position. The clock will flash when Pause is on. To resume, push to the COLOR position.

The game can be restarted at any time by pressing the RESET switch. At the end of the game, pressing the fire button once will start a new game. After a RESET, either joystick can be selected for use for the next game by pressing its fire button.

The display will turn black when you have not played (used the joystick) for a period of about 15 minutes. Simply press the joystick fire button to regain your picture.

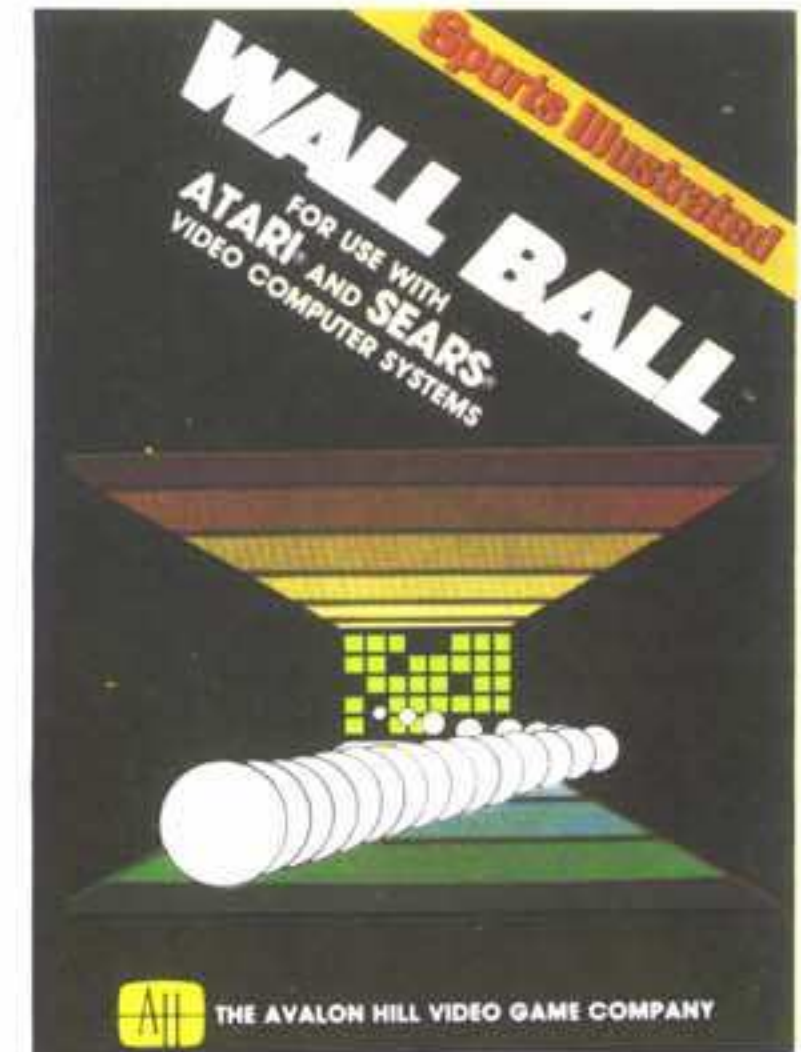
GAME DESIGNER'S NOTE

The courses are longer with higher game numbers. My best times for the courses are:

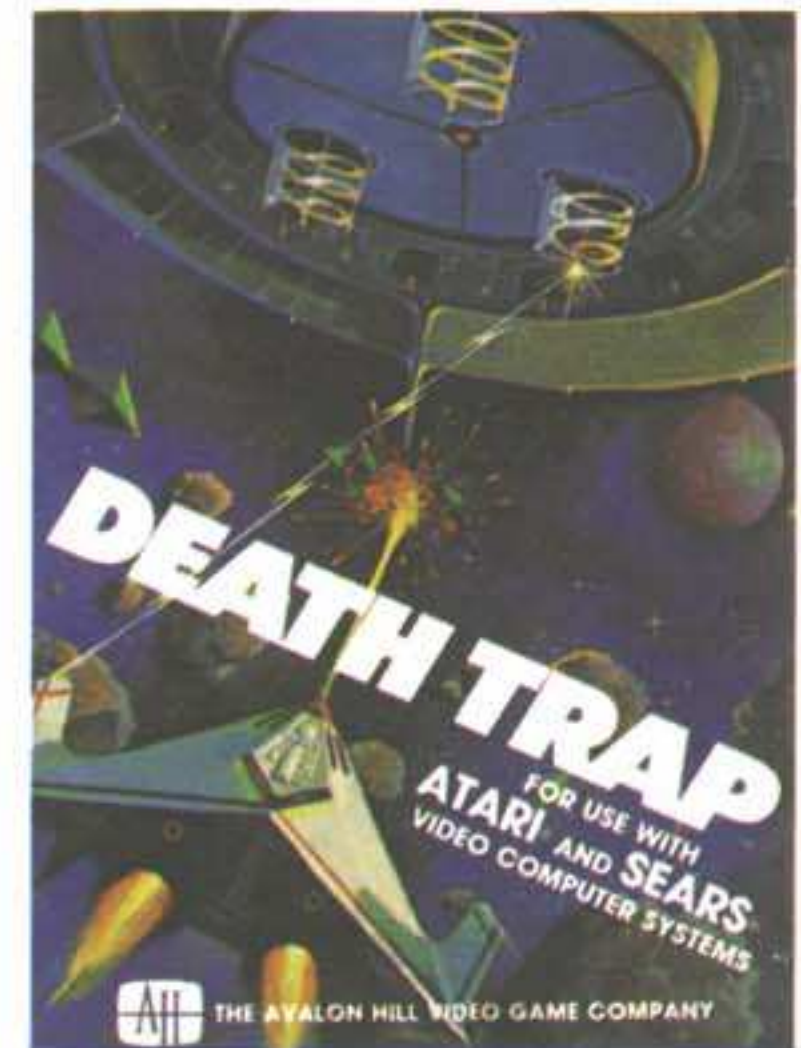
GAME NUMBER	MANEUVERING SPEED	NUMBER OF BUOYS	BEST TIME
1	Fast	10	00:55.75
2	Slow	10	01:07.45
3	Fast	14	01:05.70
4	Slow	14	01:10.61
5	Fast	22	01:09.15
6	Slow	22	01:17.75
7	Fast	27	01:26.64
8	Slow	27	01:36.41
9	Fast	35	01:35.80
10	Slow	35	01:55.90
11	Fast	39	01:25.27
12	Slow	39	01:38.06
13	Fast	39	01:42.32
14	Slow	39	01:57.43
15	Fast	47	01:50.10
16	Slow	47	01:56.51
17	Fast	51	02:09.33
18	Slow	51	02:14.57
19	Fast	54	02:09.43
20	Slow	54	02:25.61
21	Fast	63	02:41.40
22	Slow	63	03:06.58
23	Fast	64	02:14.77
24	Slow	64	02:33.80
25	Fast	72	02:31.72
26	Slow	72	02:52.97
27	Fast	82	03:14.06
28	Slow	82	03:53.87

Video Games That Really Defy Boredom!

WALL BALL—Put away all those old flat bouncing ball games. A new dimension is here! WALL-BALL, a graphically beautiful 3-D ball bouncing game, proves that the VCS does have a computer chip inside. Play WALL-BALL, a game that until now was only available on a home computer.



DEATH TRAP—Although DEATH TRAP is an easy-to-learn arcade game requiring quick thinking and excellent manual dexterity, it is not just another speed exercise. DEATH TRAP allows you to control the increase in difficulty as the game proceeds. The successful player must utilize movement, timing, and accuracy to develop a winning strategy.



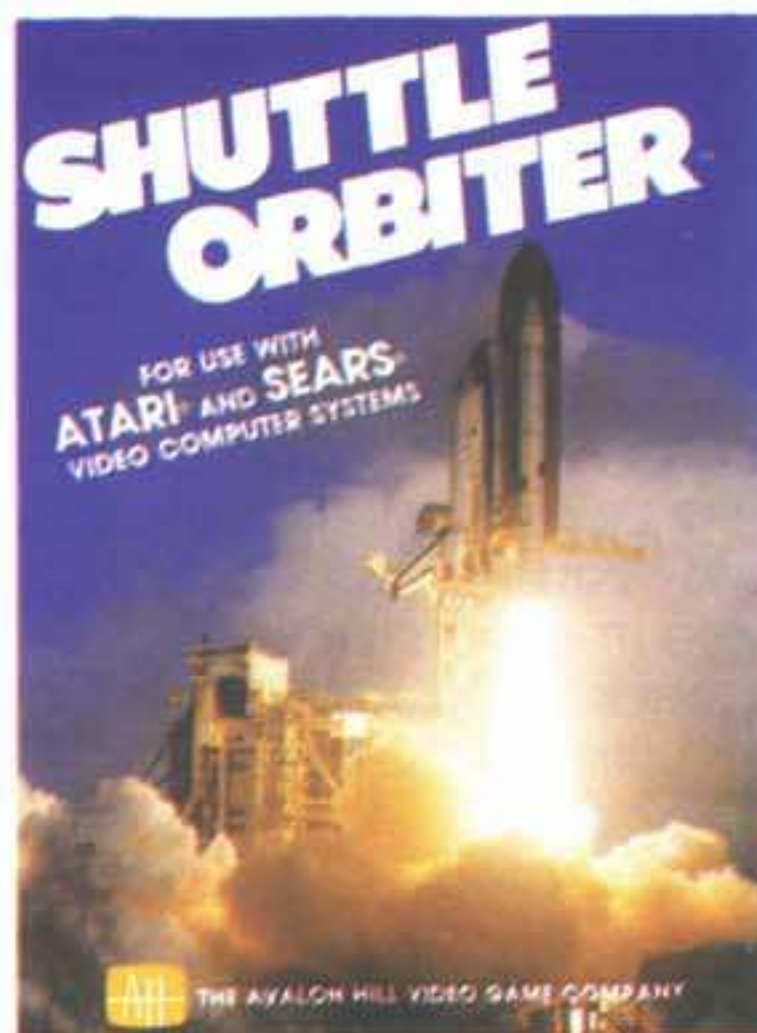
Avalon Hill Video Games.

*Worth the wait. Worth
getting excited about!*

LONDON BLITZ—Finally, a real-time strategy game for the VCS: LONDON BLITZ! You are challenged to track falling bombs and use a combination of manual dexterity and logical deduction to disarm the bombs before they detonate. LONDON BLITZ's four-screen graphics include a scrolling map and a 3-D street level view.



SHUTTLE ORBITER—As the Space Shuttle captain, you must race against time to complete the Space Station endangered by the expanding debris belt. Including elements of both strategy and arcade games, SHUTTLE ORBITER requires mastery of basic orbital mechanics, development of a logistics strategy, and agility at close-in maneuvering.



The above games are available on the Atari 2600 Video Computer System™ and Sears Video Arcade™. They are intended for use with one joystick controller, and a color television.

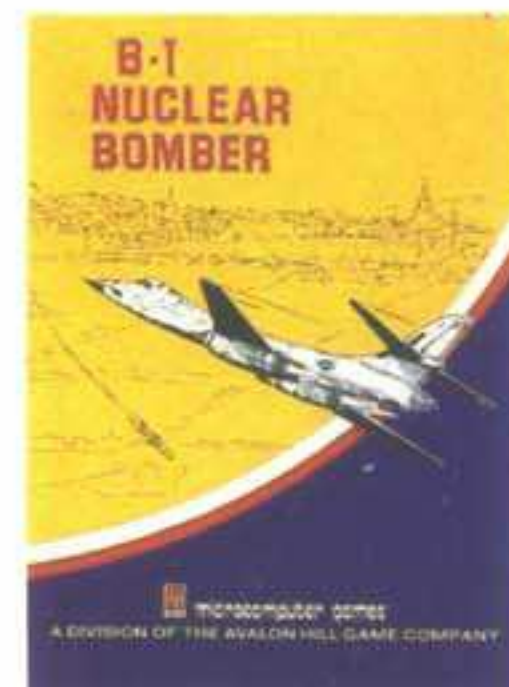
MICROCOMPUTER GAMES...

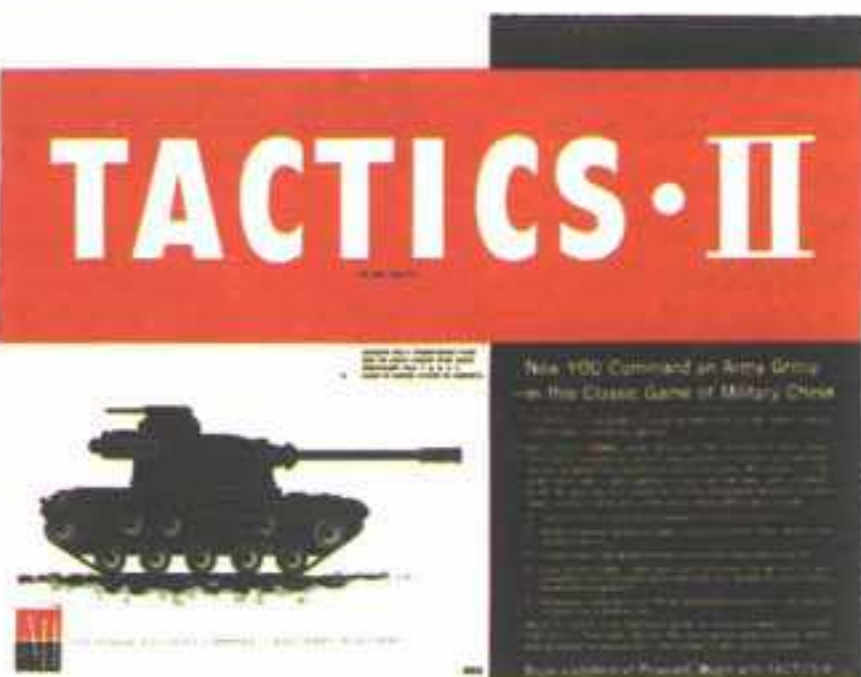
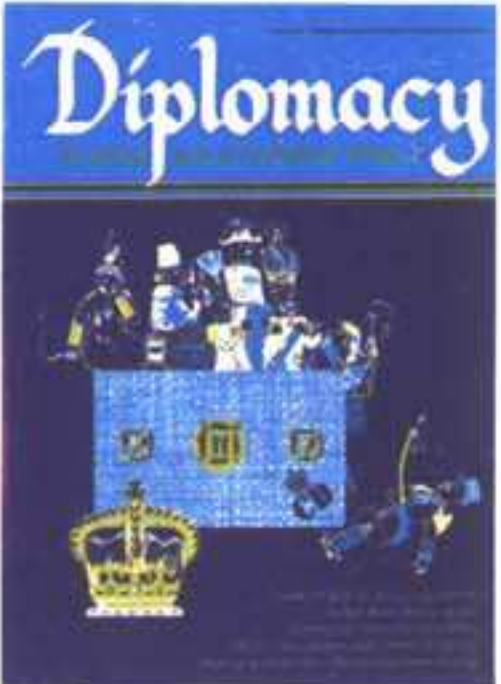
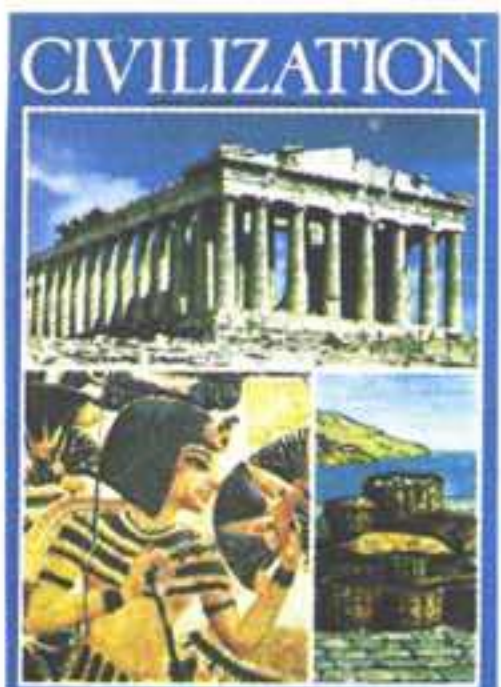
B-1 NUCLEAR BOMBER—You are the pilot of a B-1 bomber on a mission over the Soviet Union. You must fly through stiff Russian defenses to the target city, bomb it and return home. Your computer controls the Soviet MIG fighters and surface-to-air missiles. You must rely on your electronic counter measures and self-defense missiles. Available on cassette for the Atari 4/8/1200XL (16K), Commodore 64, VIC-20 (16K), TI-99/4A (16K), Timex Sinclair (16K), TRS-80 Mods. I/III (16K), Apple II, II+, IIe (16K), and Pet (16K). Available on diskette for TRS-80 Mods. I/III (32K), Apple II, II+, IIe (48K), Atari 4/8/1200XL (24K), and IBM PC (48K).

LEGIONNAIRE—Highly acclaimed real-time wargame simulation by Chris Crawford. You as Julius Caesar command up to ten legions, against the barbarian infantry and cavalry during the days of the Roman Empire. The game provides shock effects, fatigue, morale and slope effects as the battlefield scrolls before you in full color and animation. Available on cassette for the Atari 4/8/1200XL (16K), Atari 4/800 diskette (32K) and Apple diskette (48K).

TELENGARD—Another not so mighty adventurer bites the dust! A 50-level dungeon exploration game. The monsters and creatures will not wait for you to react, so quick wits and reflexes are needed. Will you return from the cruel labyrinth to tell tales of horror, despair, great treasure and magic? Or will you be another of the foolish ones, only to perish in the dark depths? Available on cassette for the Commodore 64, TRS-80 Mods. I/III (32K), and Atari 800/1200XL (48K). Available on diskette for the Apple II, II+, IIe (48K), Atari 800/1200XL (48K), TRS-80 Mods. I/III (48K) and Commodore 64.

TAC—Avalon Hill's Microcomputer game of Armored Combat during World War II. You control individual tanks, anti-tank guns, and infantry squads in tactical combat situations. For one or two players featuring outstanding hi-resolution graphics and enhanced sound. Five different scenarios are available from Meeting Engagement to Stalemate. The players control up to eight vehicles, guns and squads simultaneously, utilizing the equipment of either the German, British, Russian or American forces. A simulation for the most demanding wargamers. Available on the Apple II, II+, IIe (48K), Atari 800/1200XL, IBM PC and Commodore 64.





BOARD GAMES . . .

SQUAD LEADER—Russian, American, and German forces engage in bloody street fights, descend on enemy held villages, take key hills, or cross open fields in the quintessence of infantry combat. A game that recreates every aspect of infantry warfare from the house-to-house fighting in Stalingrad to armored advances across snow-covered roads in the Ardennes. The underlying theme of SQUAD LEADER is one hinged on morale. Leaders play a major role by directing fire, rallying broken units, and generally enhancing the performance of their troops. The player who can direct his leaders the most effectively will usually be the winner. Nothing is certain though and SQUAD LEADER contains the unpredictable nature of men and machines which is both the blessing and bane of commanders.

CIVILIZATION is a game unlike any other game ever invented . . . a game of high-level player interaction with no dice and little risk of any player being eliminated. The object of the game is to gain a level of overall advancement to which cultural, economic, and political factors are important. The winner is the player who maintains the best balance between activities of nomads, farmers, citizens, merchants and adventurers.

DIPLOMACY—For seven players (with special rules for two-six players), this is a game of political power, shifting alliances, back-stabbing and psychological intimidation. Each player represents one of the seven pre-World War I major powers—Germany, Austria, Hungary, Turkey, Russia, Italy, England, and France. The game is a series of "negotiation periods," where players try to out-wit and out-talk their opponents. To win, one country must control half of the mapboard which portrays Europe, North Africa and the Middle East.

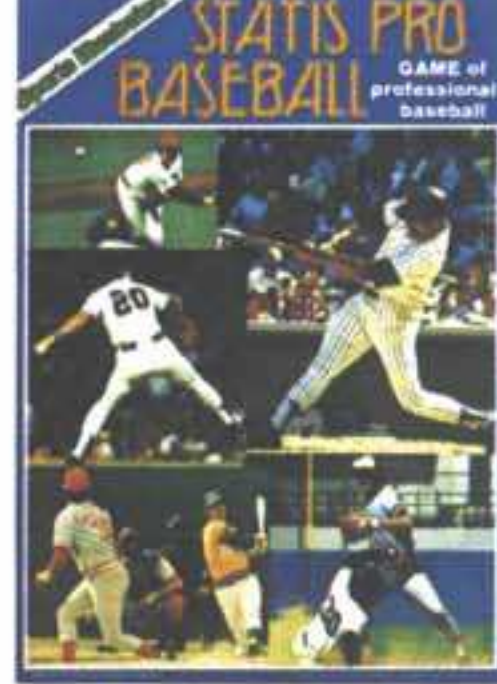
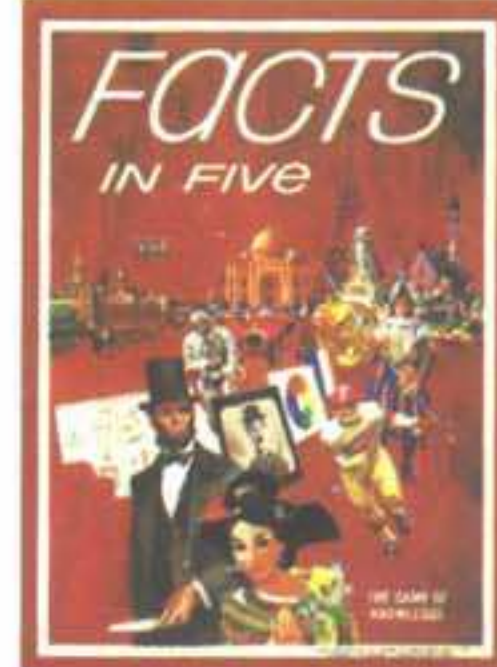
TACTICS II—The hobby of wargaming was born in the late 50's with the inception of Avalon Hill's TACTICS. Now a direct descendant, TACTICS II is an outstanding introductory game for potential hobby members. The armies in the game are equal. Victory will be gained by a combination of logic, foresight, luck, common sense, and skill in military strategy and tactics. Game features include special functions for headquarters units, terrain effects, invasions, airborne assaults, weather effects, replacements, isolation, and even nuclear weapons.

FACTS IN FIVE combines the elegance of simplicity and the excitement of competition with memory, general knowledge and an interest in trivia. The game pits players against time, themselves, and each other. In each round, players select five classes and a category in each class, selected from over one thousand choices of popular and academic subjects. Special rules allow children of all ages to compete on an even basis with adults.

ACQUIRE is a game for two to six players that takes you into the world of hotels. Players must start hotel chains and then expand them by building more and more hotels around them. At the same time, players may buy stock in any active chains, even those begun by other players. The players with the most stock in a chain, control that chain. They will then try to make a profit by merging this chain with other chains, because the major stockholders receive bonuses during mergers. Luck will play its part, but the winner will be the player who has had the foresight to buy the right stock at the right time.

STATIS-PRO BASEBALL comes with "stat cards" representing every player of every big league team that performed regularly in the previous season. That's more than 700 individual cards! Statistically accurate in hitting, pitching, fielding! Each Player Card—whether the mightiest superstar or a little-used reserve—contains information depicting on-the-field performances in every department. Avalon Hill has computer-analyzed season-long statistics for each player's hitting, fielding, pitching, base-stealing, bunting, game-winning hits, even stamina . . . converting it all to "FAST ACTION" results. It's our guarantee that each player should perform in this game just as he does in real life!

PAYDIRT—NOW is the time to get hold of the Sports Illustrated Pro Football Game. We have scouted all 28 pro teams. We've determined their strengths and weaknesses on offense, defense, and special teams. And we've converted all this information into simple-to-use Play/Action Charts that put you right down on the playing field from Los Angeles Coliseum . . . to the sun at the Orange Bowl . . . all around the league . . . as QUARTERBACK of your favorite pro teams! These charts are your tickets to action. With them you can call all the shots—on offense and defense—for every pro squad. You can replay the complete pro season, playoffs, Super Bowl . . . until your team wins it all!





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