

ATARI[®] 2600[™]

ATARI VIDEO CUBE[™]





TABLE OF CONTENTS

<u>1. TOUR A CUBE MASTER'S WORLD!</u>	<u>1</u>
<u>2. GAME PLAY</u>	<u>2</u>
<u>3. USING THE CONTROLLERS</u>	<u>3</u>
<u>4. CONSOLE CONTROLS</u>	<u>4</u>
<u>5. GAME VARIATIONS</u>	<u>5</u>
<u>6. SCORING</u>	<u>6</u>
<u>7. HELPFUL HINTS</u>	<u>7</u>
<u>8. GAME SELECT MATRIX</u>	<u>8</u>

Atari welcomes your comments. Please address all correspondence to:

Atari Customer Relations
1312 Crossman Avenue
Sunnyvale, California 94086

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 2600™ Video Computer System™ game.

© 1983 ATARI, INC. ALL RIGHTS RESERVED

1. TOUR A CUBE MASTER'S WORLD!



Welcome to the cubical world of Hubie the Cube Master. Hubie can solve the ATARI VIDEO CUBE puzzle in seconds flat—33.7 seconds, to be exact. That's fast, but then, he's had a lot of practice. You see, puzzles are Hubie's specialty.

Hubie wasn't always a Cube Master—in fact he used to live a pretty ordinary life. Every morning he made breakfast, fed his dog Ralph, and went to work. He did

have a peculiar habit, though. Hubie loved everything that had to do with squares or angles. For instance, he always was sure to eat three square meals a day—waffles for breakfast, ravioli for lunch, and cube steaks for dinner. Hubie slept in a perfectly square bed. Every day he swam laps in a square swimming pool. And each morning as he walked to work, Hubie was sure to count the squares in the sidewalk beneath his feet.

People called Hubie a blockhead, but when they did, he always had an answer. Looking them squarely in the eyes, Hubie would shout "Squares are important! Try playing checkers on a *round* checkerboard. Or try using ice *balls* instead of ice *cubes* in your drinks. Can you imagine going to New York to visit Madison *Round* Garden? It's just not the same. It wouldn't work!" And with that, he would square his shoulders and walk off.

Yes, Hubie certainly had a checkered past. But that was before the big change in his life. One day, while square dancing in his favorite restaurant (the one with the red checked tablecloths), someone gave Hubie a puzzle—a cube puzzle. He played it day and night, twisting and turning it to move the colors to the proper sides. Soon, he started to see cubes and squares everywhere—on the walls of his

house, inside Ralph's square water dish, and even in the mirror while brushing his teeth.

Something very strange was happening to Hubie. One morning, instead of being in his square bed, he found himself on a strange flat surface. He saw immediately that everything around him was square—he was in an entirely square world! This transformation was a mystery, but Hubie didn't really care. He was... Hubie the Cube Master!

Hubie knew that his mission in life was to teach cubists and future cubists the best ways to play the magical cube puzzle. He promised himself that he would learn how to solve the magical cube faster than anyone else in the world. He invites you to help him with his pledge—can you solve the cube faster than Hubie? Try it and see!

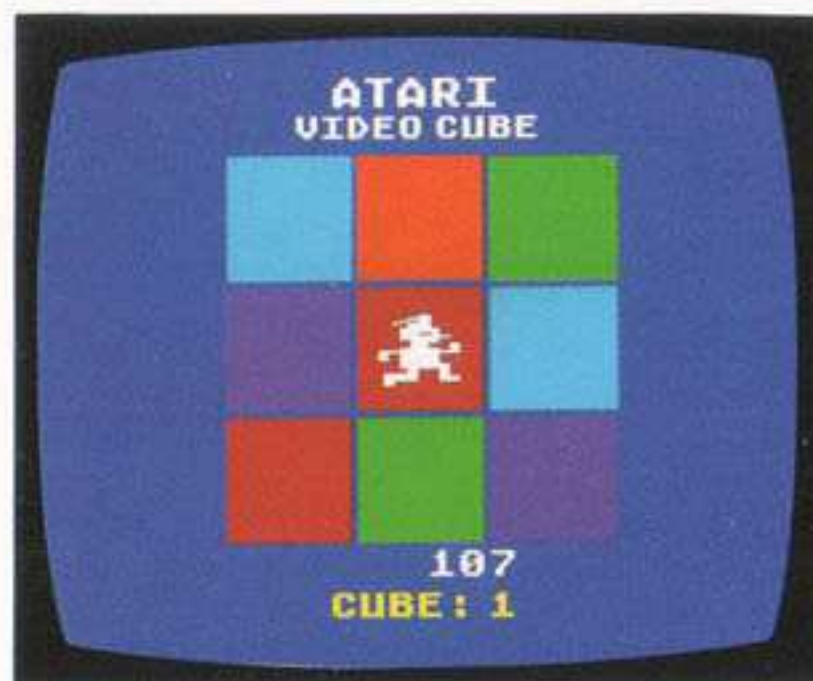
2. GAME PLAY

Hubie's home is a six-sided, multi-colored cube. Each side has nine smaller faces, colored red, blue, green, white, purple, or orange. When you start a game, the colors on the cube are scrambled. Your task is to arrange the colors so that each side becomes one solid color.

Play ATARI VIDEO CUBE by moving Hubie around the cube and having

him pick up and drop colors. Each time Hubie picks up a color, he trades his color for the one he has picked up (see **Figure 1**). You can then make Hubie run to another face to trade for a different color. Solve the puzzle in the least amount of moves or time (see **Section 6, SCORING**). Or, you can watch Hubie race the clock to solve the cube. You might even get some cube-solving tips!

Hubie before he picks up a color



Hubie after he picks up a color

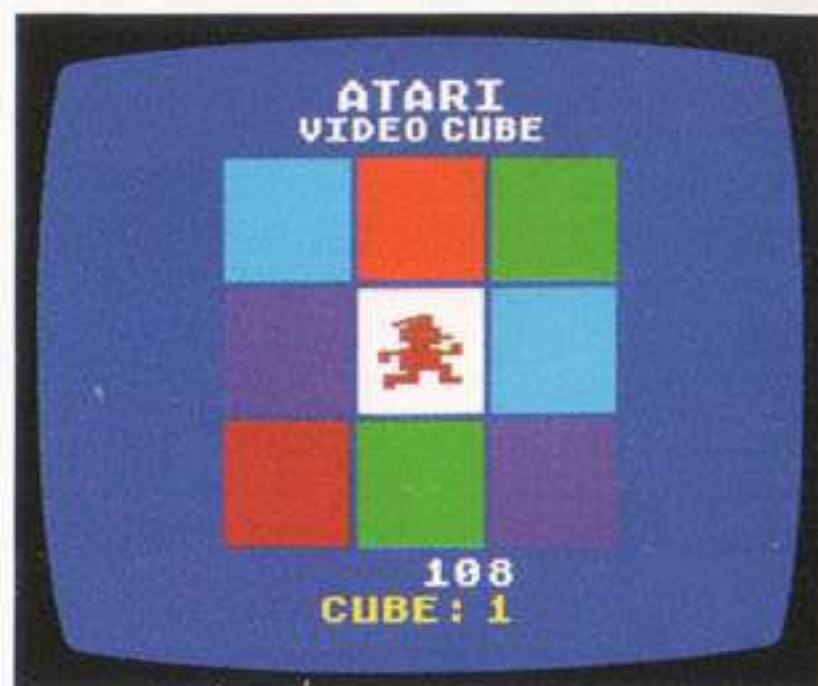


Figure 1—Dropping and Picking up Colors

You can only see one side of the cube at a time, except when turning the cube to another side. To turn the cube, move Hubie to the edge of any side. The cube will rotate, (see Figure 2) and Hubie will enter the next side. The cube can rotate up, down, and sideways.

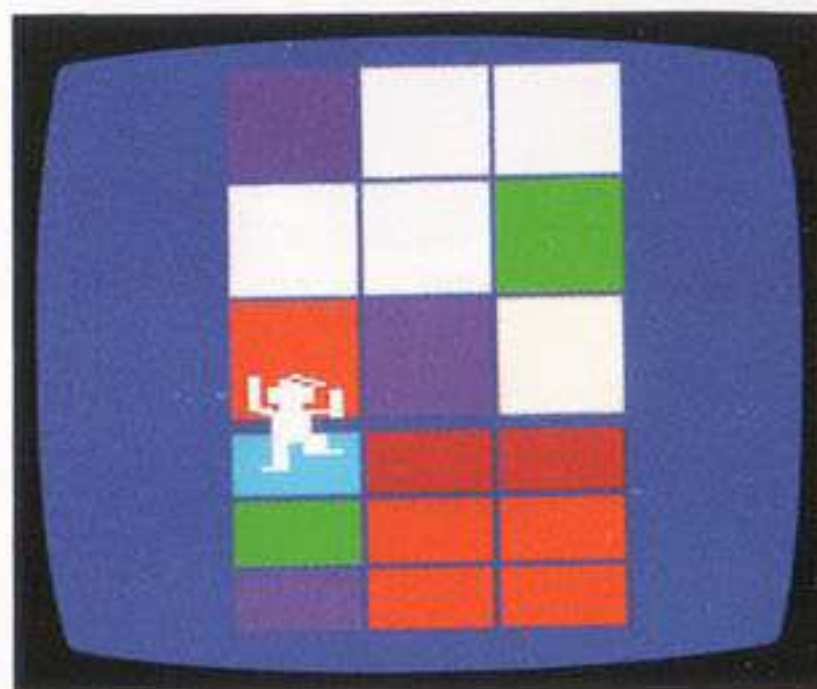
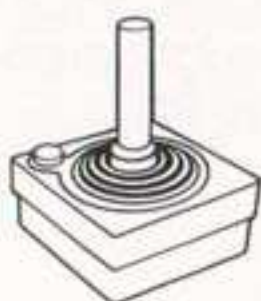


Figure 2— Hubie Rotating the Cube

3. USING THE CONTROLLERS



Use your left Joystick Controller with this ATARI Game Program cartridge. Be sure the controller cable is firmly plugged into the **LEFT CONTROLLER** jack at the back of your 2600 Video Computer System game. Hold the Joystick with the red controller button to

your upper left, toward the television screen. (See your *Owner's Manual* for further details.)

Move Hubie around the cube with your Joystick. He moves up, down, right, and left in the same direction you move your Joystick. Hubie cannot move onto a square of the same color. For example, if Hubie is blue, he cannot run onto a blue square. If you try moving Hubie onto a square the same color as he, a warning buzzer or beep will

sound. (See Section 4, **CONSOLE CONTROLS** for further details.)

Use the red controller button to make Hubie pick up and drop colors. Press the button once, and Hubie will pick up the color of the square he is positioned on. Press the button again, and Hubie will drop the color on to the same or a different square. Hubie can pick up, drop, and carry colors to any square on the cube.

4. CONSOLE CONTROLS

GAME SELECT SWITCH

To select a game variation, press the **GAME SELECT** switch. (See Section 5, **GAME VARIATIONS**, for more information about game variations.) The game number will appear at the bottom of the screen. (See Figure 3.)



Figure 3—Game Variation Number

GAME RESET SWITCH

To start or restart a game, press the **GAME RESET** switch. You'll enter the **CUBE SELECT** mode, and can select one of 50 different cubes. The colors on each cube are scrambled differently. Use your Joystick to select a cube number. Push up or to the left to increase the cube number by tens; push down or to the right to increase the cube number by ones (see Figure 4). The number you select appears on the bottom of the screen, beneath the magical cube (see Figure 5).

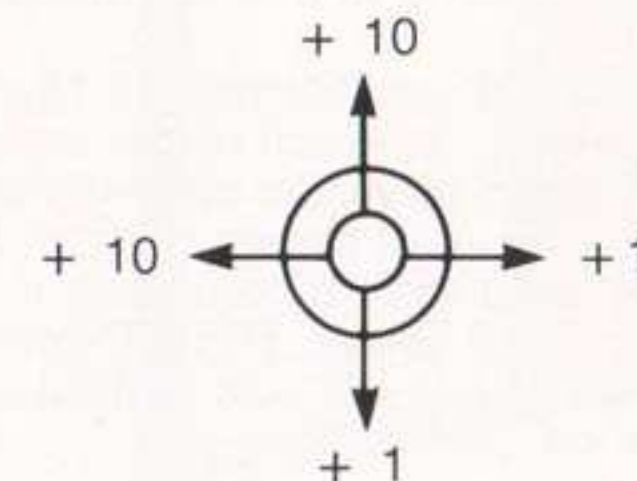
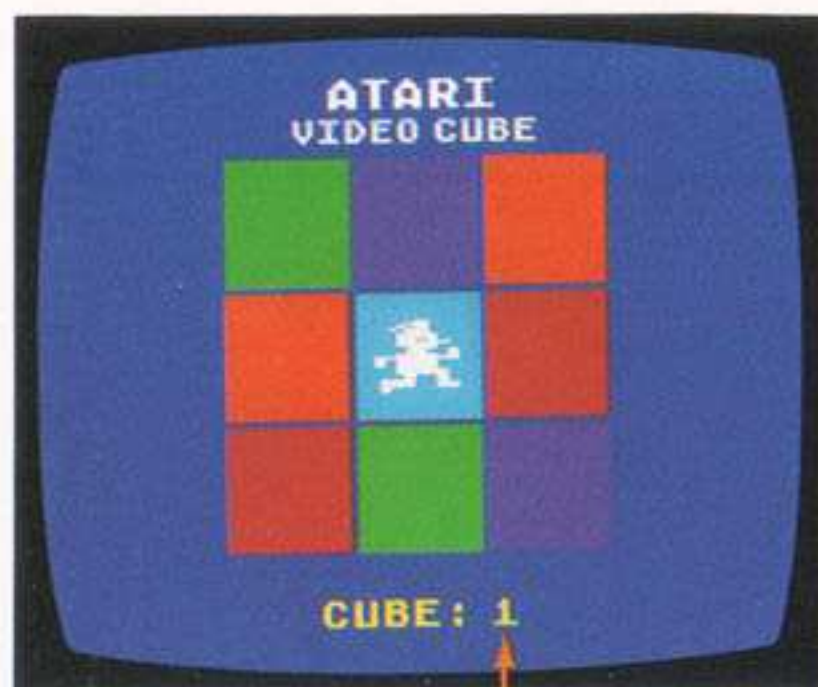


Figure 4—Selecting the Cube Number



Cube Number

Figure 5—Cube Number

After you select a cube, start the game by pressing the red controller button once. You're ready to go!

5. GAME VARIATIONS

ATARI VIDEO CUBE includes 18 game variations.

Games 1-10 play at normal speed, and Games 11-18 play at a faster speed. In Games 3, 4, 7, 8, 13, 14, 17, and 18, the cube is blacked out unless rotating to a different side.

Games 5-8, and Games 15-18 are self-playing, in which Hubie shows you how to solve the cube in the least amount of moves or time. In these variations, all you need to do is press the **GAME RESET** switch. The computer will take control and start the game.

TV TYPE SWITCH

Set this switch to **COLOR** if you're playing on a color television set. Set it to **B-W** to play the game in black and white.

DIFFICULTY SWITCHES

If you set the **LEFT DIFFICULTY** switch to the **A** position, a buzzer will sound each time Hubie tries to run on to a square of the same color as he. Set the switch to the **B** position to change the buzzer sound to a "beep."

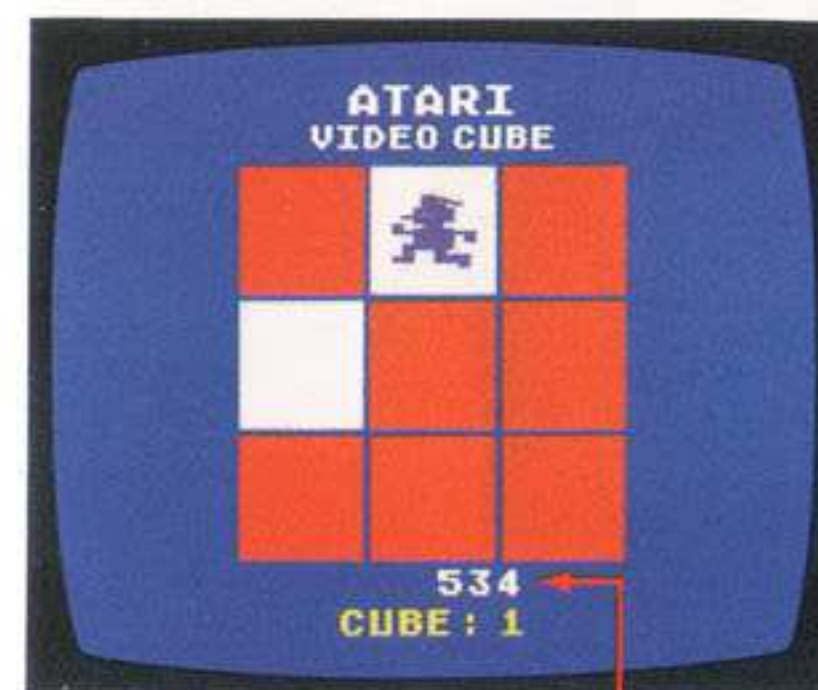
The **RIGHT DIFFICULTY** switch has no function in this game.

In Games 9 and 10, Hubie's movements are restricted and he can only move in two directions: up, or to the right.

Odd-numbered games (1, 3, 5, 7, 9, 11, 13, 15, and 17) are scored by the number of moves and the number of colors that are swapped. Even-numbered games (2, 4, 6, 8, 10, 12, 14, 16, 18) are scored by the time it takes to solve the cube.

6. SCORING

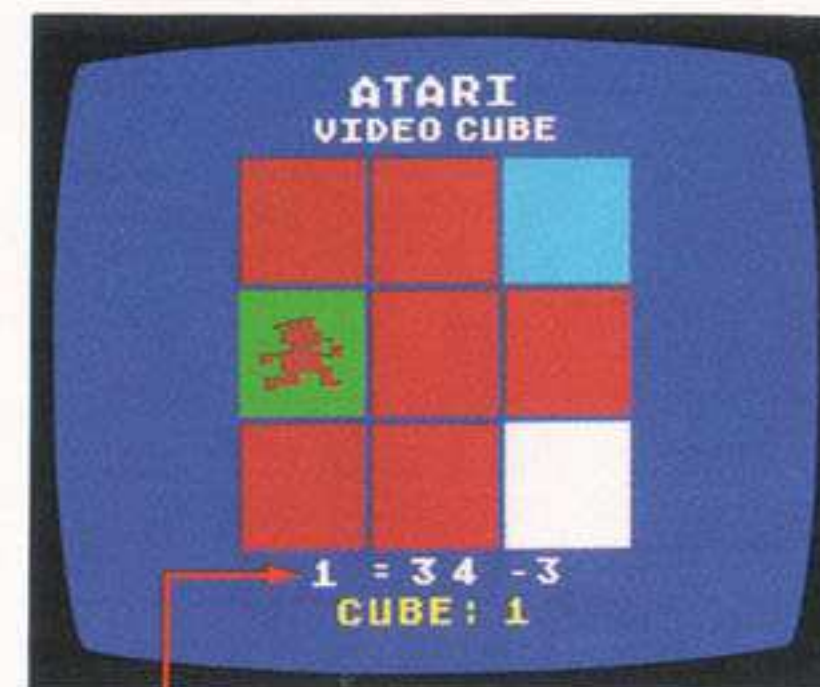
The object of the ATARI VIDEO CUBE game is to get the lowest score possible. If you are playing an odd-numbered game, your score is displayed as a single number on the bottom of the screen. Each time Hubie crosses a new square, picks up a color, or attempts to cross a square of his own color, you score one point. Your score is displayed on the lower center portion of the screen, beneath the cube (see Figure 6).



Score

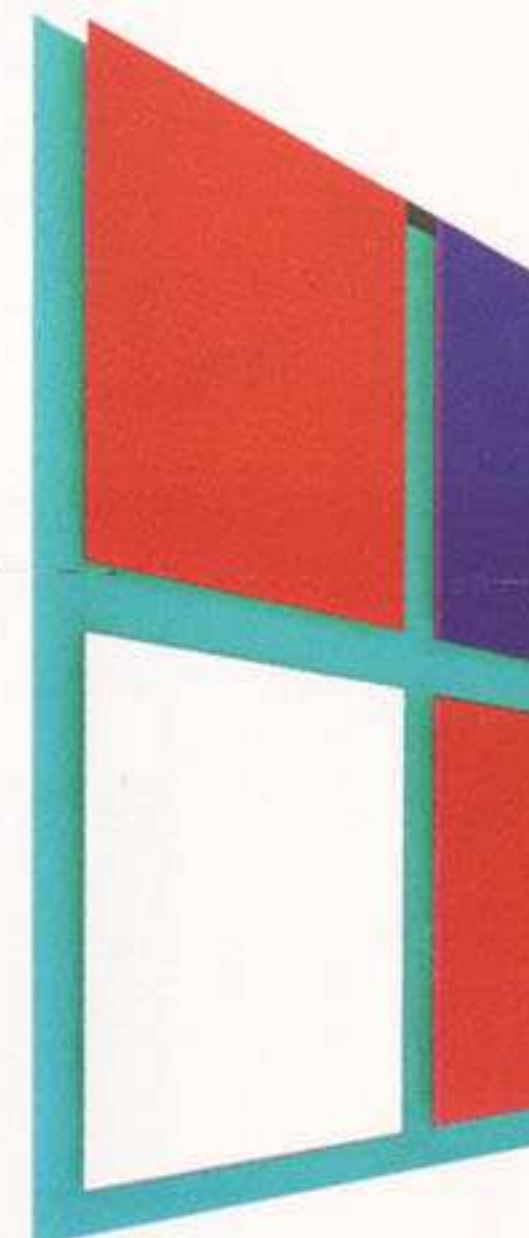
Figure 6—Score in Number of Moves

If you are playing an even-numbered game, a timer measures the amount of time it takes to finish the game. Games are measured in minutes, seconds, and tenths of a second (see Figure 7).



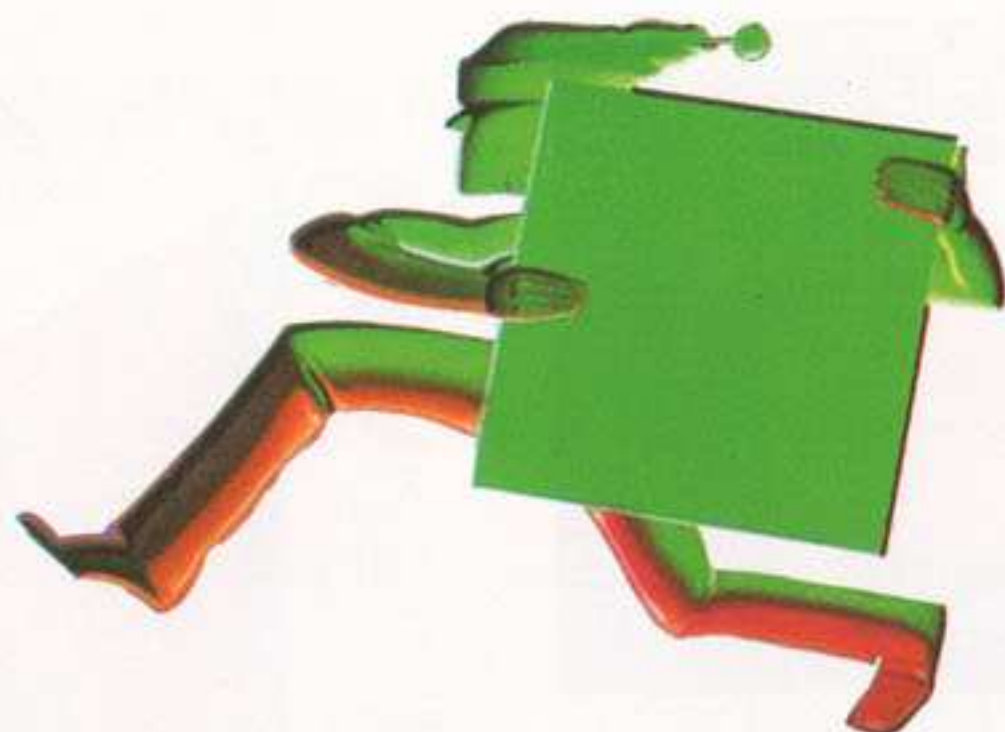
Score

Figure 7—Score in Elapsed Time



7. HELPFUL HINTS

- Look for sides with three or more squares of a single color. Decide which color you want each side to be and keep adding to them.
- Watch the computer solve the cube a few times. Then try using some of the same strategies that Hubie uses to complete the cube.
- Try not to backtrack. If you can pick up and deposit colors on three or more sides without turning back, you will save valuable moves and time.
- Notice there is one extra square of color per game (for instance, one extra square of blue). This will be the *last* square Hubie picks up to win the game.



8. GAME SELECT MATRIX

Game Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Normal Speed																		
Fast Speed																		
Moves																		
Time																		
Blacked-Out																		
Restricted Movement																		
Computer Play																		



Call toll-free:
(800) 672-1404 (in California)
(800) 538-8543 (Continental U.S.)

ATARI VIDEO CUBE™

GAME CARTRIDGE LIMITED NINETY DAY WARRANTY

ATARI, INC. ("Atari") warrants to the original consumer purchaser that your ATARI® Game Program cartridge is free from any defects in material or workmanship for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Atari's sole obligation will be to replace the cartridge free of charge on receipt of the cartridge (charges prepaid, if mailed or shipped) with proof of date of purchase at either the retail store where the cartridge was purchased or at one of the ATARI Regional Service Centers listed below:

Atari, Inc.
1312 Crossman Ave.
Sunnyvale, CA 94086

Atari, Inc.
5400 Newport Dr.
Suite 1
Rolling Meadows, IL 60008

Atari, Inc.
12 B World's Fair Dr.
Somerset, NJ 08873

Atari, Inc.
2109 East Division St.
Arlington, TX 76001


This warranty shall not apply if the cartridge (i) has been misused or shows signs of excessive wear, (ii) has been damaged by being used with any products not supplied by ATARI, or (iii) has been damaged by being serviced or modified by anyone other than an ATARI Regional Service Center.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE. CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM A BREACH OF ANY APPLICABLE EXPRESS OR IMPLIED WARRANTIES ARE HEREBY EXCLUDED.

Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusions or limitations of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.



ATARI, INC., Consumer Division, P.O. Box 427, Sunnyvale, CA 94086  A Warner Communications Company