DODGE'EM™

ATARI®
A Warner Communications Company

CX2637

COMPLETE
GAME PLAY
INSTRUCTIONS

ONE OR TWO-
PLAYER GAMES

HELPFUL HINTS
Section 7

TABLE OF CONTENTS
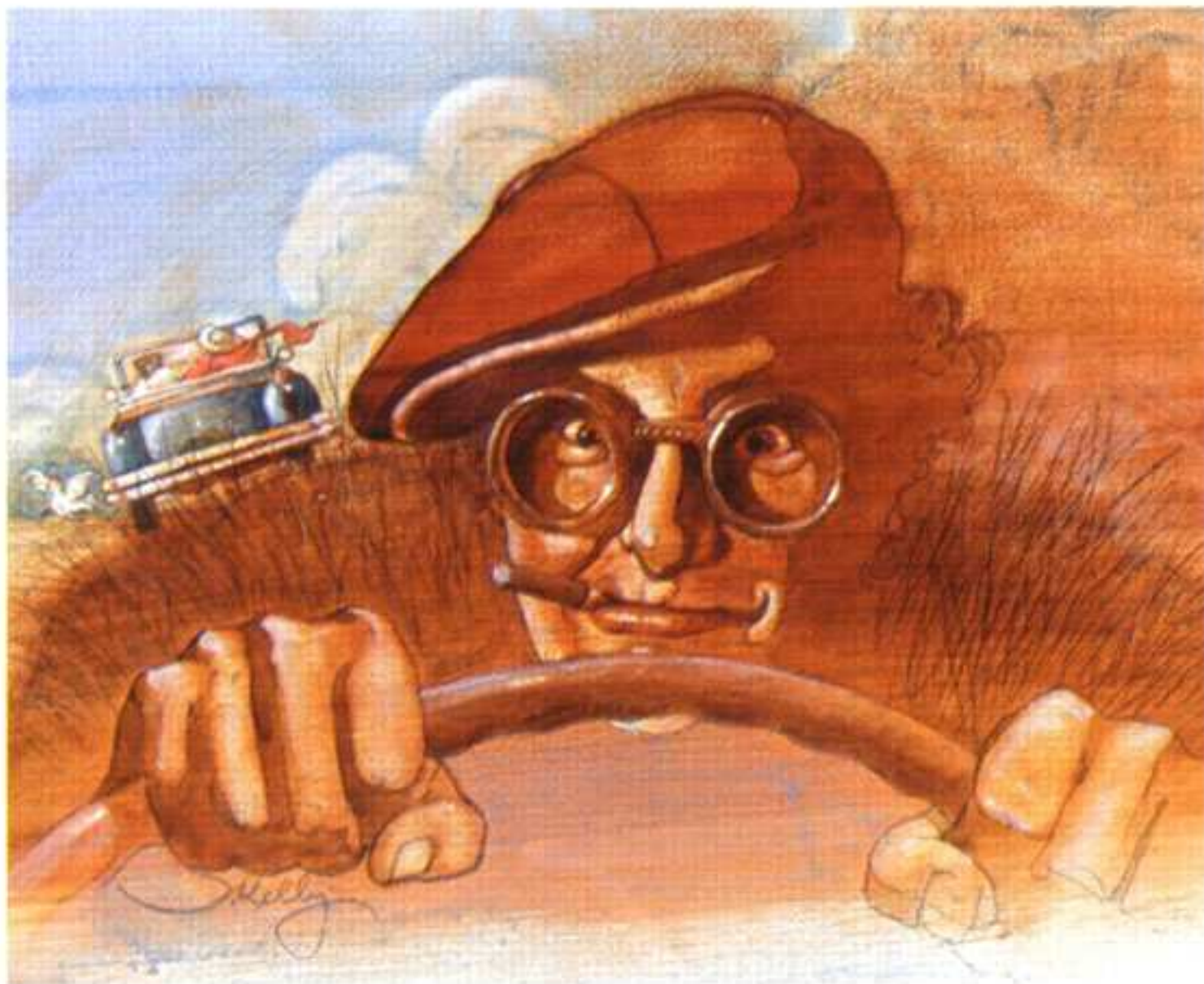
1. INTRODUCTION

The big race is on. It's you against the demolition derby king, Crashin' Clyde, and if he can't single-handedly destroy your car, he'll bring on his sidekick, Smashin' Sam. You'll be racing counter-clockwise, and they will race clockwise trying to ram into your car. They are tough and mean, and with them, there's no such thing as a clean, fair race.

This is a real test of your defensive driving skill. You'll need to know when to speed up and when to slow down, and you'll have to make quick lane changes to avoid a smashup. Crashin' Clyde just keeps ramming your car until it dies.

Crashin' Clyde follows no rules. The surviving car and driver will win. Are you ready to face the challenge? If you are, line up at the gate and start your engine.

2. GAME PLAY

The object of the game is to race your car around a four lane track without crashing into the opponent's car. The longer your car goes without crashing, the more points you'll score.

In **GAMES 1** and **2**, you compete against the computer, and in **GAME 3** you compete against another player (*see* **GAME VARIATIONS**). You have three turns with up to five heats in each turn. To complete a heat you must run over all of the dots on all four lanes. As you run over the dots, they disappear and you score points. You must successfully complete each heat before you can qualify for the next heat. At the end of a heat, the screen flashes for a split second.

To avoid the computer car and to score points, your timing is important. Use your accelerator and your skill at steering from one lane to another.

You have to be quick and cagey to outsmart the computer cars, because each heat becomes progressively harder. In fact, until you can drive like a pro, chances are it will take lots of practice before you even see heats 3, 4 or 5.

You race five heats in the following order:

Heat 1	One computer car vs. your car
Heat 2	One computer car vs. your car
Heat 3	Two computer cars vs. your car
Heat 4	Two computer cars vs. your car
Heat 5	Two computer cars vs. your car

3. USING THE CONTROLLERS
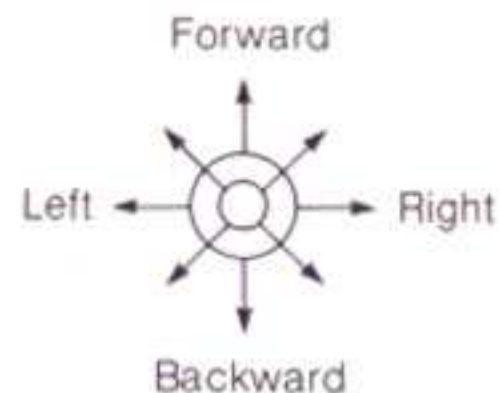

Forward

Left ← → Right

Backward

Figure 2

Use your Joystick Controllers with this ATARI® Game Program™ cartridge. Be sure the Joystick Controllers are firmly plugged into the **CONTROLLER** jacks at the back of your ATARI Video Computer System™ game. For one-player games, use the Joystick Controller plugged into the **LEFT CONTROLLER** jack. Hold the Joystick with the red button to your upper left, toward the television screen. *See Section 3 of your owner's manual for further details.*

ACCELERATING

Press the red controller button to accelerate, as if it were a gas pedal in a car. You may change up to two lanes at a time, except when accelerating. When the red button on the controller is down, you can only change one lane at a time.

The left controller steers the car moving counterclockwise around the track; the right controller or the computer steers the car moving clockwise.

STEERING

Use the Joystick Controller to guide your car around the track and to change lanes at the gate openings. Move the Joystick right to change lanes to the right; move the Joystick left to change lanes to the left. Pushing the Joystick forward causes your car to move up a lane; pulling the Joystick backward (toward you) moves the car down a lane. (*Refer to* Figures 2 *and* 3).
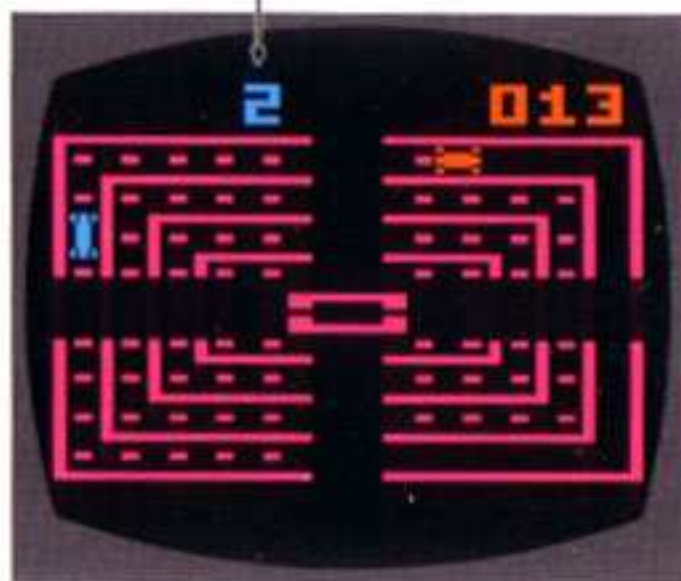
Remaining Turns

Figure 3

4. CONSOLE CONTROLS

GAME SELECT SWITCH

To select a DODGE 'EM™ game variation, press down the **game select** switch until the game number you wish to play appears at the top, left corner of the screen, as shown in **Figure 4**. (*See* **GAME VARIATIONS**.)

GAME RESET SWITCH

Press down **game reset** to start the race. Once the game starts, the number of turns remaining appears at the top, left corner of the screen, and the score appears at the top, right corner (*see* **Figure 5**).

LEFT DIFFICULTY SWITCH

In the **a** position, the computer car or cars travel at twice their normal speed on the second and fourth heats. The **b** position is the normal speed.

RIGHT DIFFICULTY SWITCH

In the **a** position, the computer car or cars begin the race in different starting positions on the track (*see* **Figure 5**). In the **b** position, the computer car always starts the race opposite your car.

TV TYPE SWITCH

Set this switch to **color** if your television is color; set it to **b/w** if your television is black and white.

Game Number
Remaining Turns
Score

Computer Car
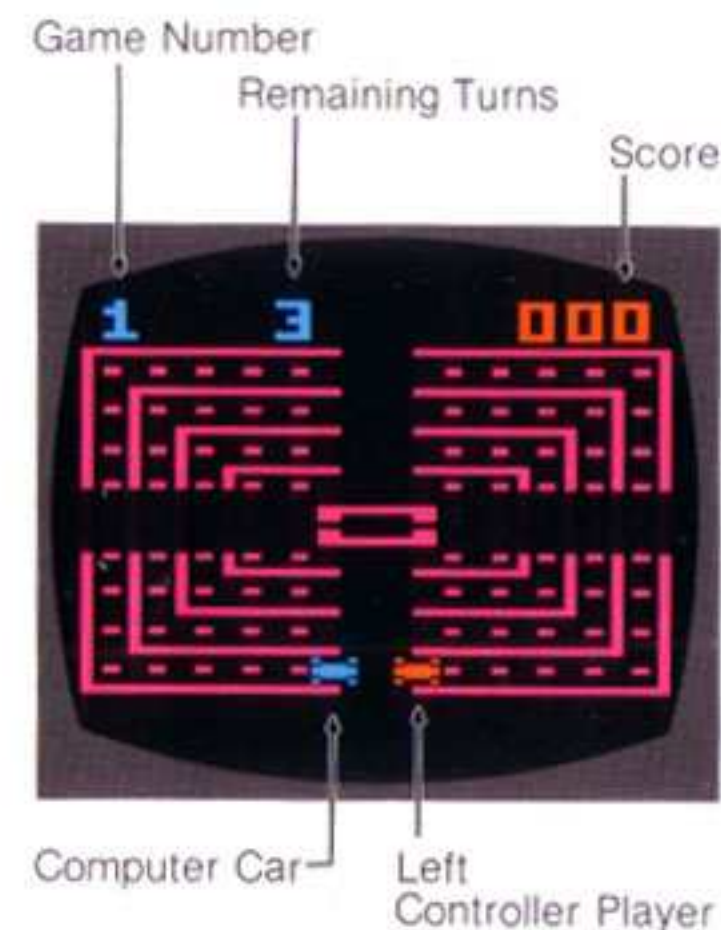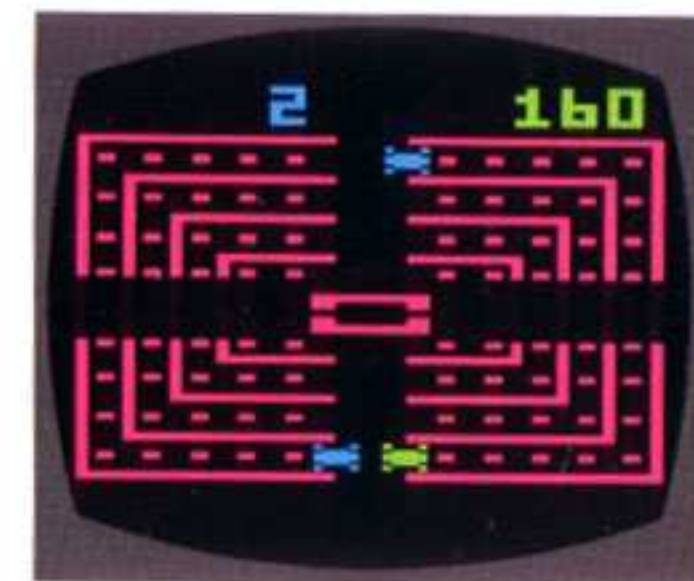Left Controller Player

Figure 4

Figure 5

5. GAME VARIATIONS

DODGE 'EM includes three game variations.

GAME 1 is a one-player game. It's you against the computer. You use the Joystick Controller plugged into the **LEFT CONTROLLER** jack to control the car racing counter-clockwise around the track. In one-player games, the objective is to try to beat your previous score.

GAME 2 is a two-player game. You and your opponent take turns scoring while the computer controls the other car. The player using the left Joystick Controller goes first, controlling the car racing counterclockwise around the track. The player using the right Joystick Controller goes second, also racing counterclock-wise around the track. The player with the highest score wins.

GAME 3 is for two players who alternately control a point-scoring car and a crash car. You and your opponent race at the same time. The player using the left Joystick starts as the point-scoring car (moving counterclockwise on the track); the player using the right Joystick controls the crash car, which has no accelerator and does not score points. When a crash occurs, the cars (their roles) are reversed. Again the player with the highest score wins.

6. SCORING

During the game, each player has three turns in which to try to complete five heats. You only lose a turn if your car crashes, so a perfect game scores 1080 points (a total of 15 heats in 3 turns). Running over all of the dots on the track is one heat, and you receive one point for each dot that you run over. When you run over all of the dots on the track (the end of one heat), you score eight bonus points. In two-player games, the turns switch each time a car crashes, but if a player success-fully completes five heats without crashing, the turns switch after the fifth heat.

Scores are displayed at the top, right corner of the screen. In two-player games, each player's score appears during their turn, and at the end of the game both players' scores are alternatively displayed.

7. HELPFUL HINTS

After playing several games, you will develop certain patterns that will help you to win, but remember that the computer car becomes progressively harder to beat.

There are as many patterns for winning one-player games as for two-player games, but the patterns are not necessarily the same. Try playing different patterns for an added challenge.

Winning patterns for the player using the right Joystick are dif-erent from those for the player using the left Joystick.

8. YOUR BEST TRACK RECORDS

DATE: SCORE:

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

_____   _____

GAME PROGRAM™ 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.
43 Belmont 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 exclusion 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®

A Warner Communications Company

ATARI, INC., Consumer Division
P.O. Box 427, Sunnyvale, CA 94086