

DODGE 'EM™

GAME PROGRAM™

INSTRUCTIONS



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Use your Joystick Controllers with this ATARI® Game Program™. Be sure the controllers are firmly plugged into the **LEFT** and **RIGHT CONTROLLER** jacks at the rear of your ATARI Video Computer System™. Hold the controller with the red button to your upper left toward the television screen.



*For one-player games, use the controller plugged into the **LEFT CONTROLLER** jack. See Section 3 of your Video Computer System Owner's Manual for further details.*

NOTE: Always turn the console power switch off when inserting or removing a Game Program. This will protect the electronic components and prolong the life of your ATARI Video Computer System.

USING THE CONTROLLERS

In all games, your race car automatically moves forward around the four lane track. To steer your car right or left, move the Joystick right or left. To steer the car up or down on the playfield, move the Joystick forward or backward (toward yourself). The red controller button acts as your gas pedal and accelerates your car.

TO BEGIN PLAY

game select switch

Use this switch to select the game number you wish to play. The number of each game appears momentarily at the upper left corner of the screen.

left difficulty switch

In the **a** position, the computer car or cars travel at twice their normal speed after the first and third sets of bonus points are awarded. In the **b** position, the car or cars travel at a slower or normal speed.

game reset switch

Use this switch to start game play.

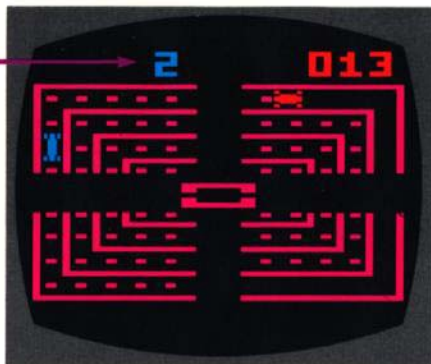
right difficulty switch

In the **a** position, the computer car begins game play in different playfield positions. In the **b** position, the computer car always begins game play next to your race car.

SCORING

During a game each player receives three turns or heats. Each turn or heat ends when your car crashes—three heats, three crashes! When you run over all the dots on the track, you score eight bonus points and another set of dots appears. However, you are allowed only five sets of dots per turn. The number of your remaining turns is displayed at the upper center of the playfield.

REMAINING
TURNS



At the end of a game, the scores alternately flash on the screen. In one-player games, try to beat your previous score. In two-player games, the player with the highest score after three heats is the winner.

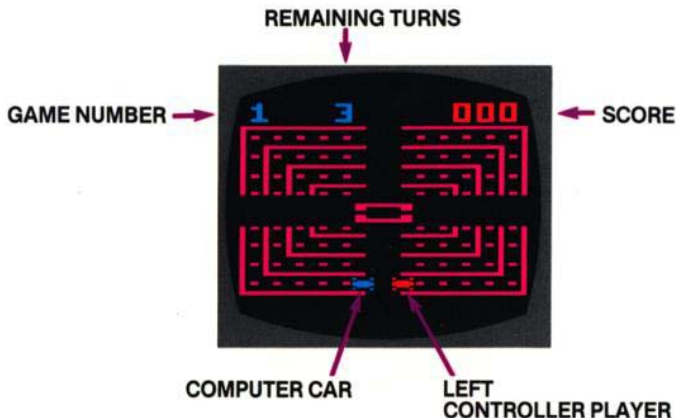
GAME PLAY

Each player controls a car:

Red car - left controller player

Green car - right controller player

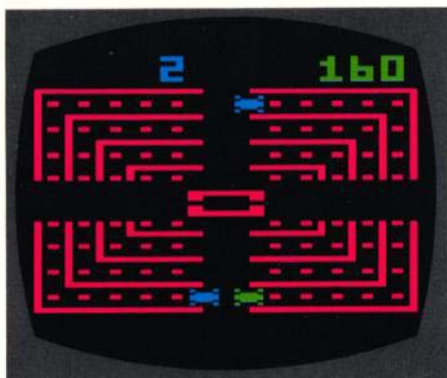
Blue car - computer controlled (except in Game 3)



NOTE: Colors may vary on different television sets.

Steer your race car counterclockwise on the four lane track. Your objective is to score as many points as possible by running over the dots which appear on the lanes of the track.

The computer car races clockwise on the track and tries to crash into your car. When a crash occurs, you lose one turn. If you run over two sets of dots, TWO computer cars will appear on the track.



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 to win.

You may change a maximum of two lanes at a time, except when accelerating. When accelerating, you may change one lane at a time.

In one-player games score as many points as possible during your three turns. There are two two-player games:

- A. You and your opponent take turns scoring while the computer controls the other car. (Game 2)
- B. You and your opponent go for it at the same time. The player using the left Joystick starts as the point-scoring car (moving left to right on the screen); the right player controls the crash car with one speed and no point-scoring. When a crash occurs, the roles are reversed. (Game 3)

The number at the top, right side of the screen represents both players scores, and changes color according to the color of each car.

You'll hear the roar of the engines and crashes.

GAMES

GAME 1 - One player

GAME 2 - Two players/computer controls one car. (See A. -GAME PLAY)

GAME 3 - Two players alternately control a point-scoring car and a crash car. (See B. - GAME PLAY)