

**BE A FLYING ACE, A RACE
CAR CHAMPION, A TENNIS
STAR, AND A SPACE PIONEER
ALL IN ONE AFTERNOON.**



Strap yourself down, take a deep breath, and get ready. Ready for your new challenge-packed Video Game Program™ from Atari®. You're destined for thrill after thrill, whether you're in the thick of a dogfight, screaming around a race track or dodging asteroids as you hurtle through space.

If this is your first Game Program, congratulations. But we've got others. All different, all in color (on color TVs), and all with more games and game variations per Game Program cartridge than anybody else. With more new cartridges on the way all the time.

So pick up the remote controllers, plug your new Game Program into Atari's Video Computer System™, and get ready for action. Atari action.

MAN THE TORPEDOES

Air-Sea Battle™ Game Program

Here's your chance to become an artillery commander, a submarine captain, or an aircraft bombardier. Just hit the firing button and shoot your way through 27 different shooting games and variations. Planes, boats, and other targets appear on the screen from different directions at different speeds. Shoot 'em off your TV screen with guided missiles, torpedoes, and anti-aircraft guns.

Anti-Aircraft™ (game variations 1 to 6) Fire anti-aircraft artillery at enemy flying squadrons moving across the sky.

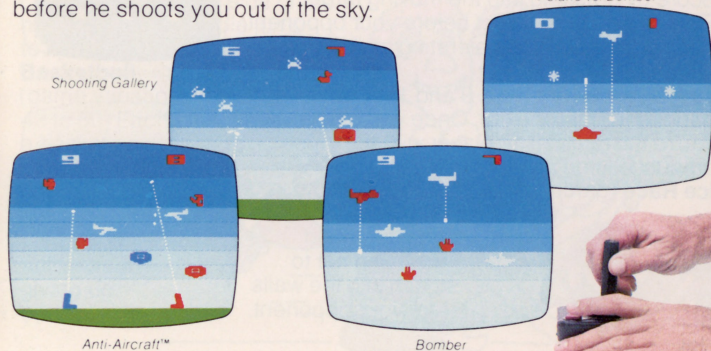
Torpedo™ (game variations 7 to 12) Sink enemy war ships moving along the surface of the water.

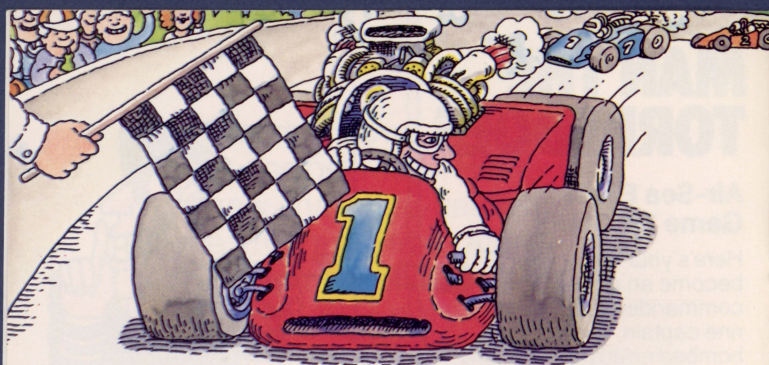
Shooting Gallery (game variations 13 to 15) Pick off animated rabbits, ducks and clowns moving across the screen.

Polaris (game variations 16 to 18) Shoot down planes using missiles launched from your moving ships.

Bomber (game variations 19 to 21) Pilot planes as they fly across the sky. Bomb moving ships out of the water.

Polaris vs. Bomber (game variations 22 to 27) It's bomber against submarine. Bomb your opponent out of the water before he shoots you out of the sky.





DO YOU HAVE THE TOUCH TO BE AN INDY DRIVER?

Indy 500 Game Program

14 one- and two-player racing games and variations. Steer your car around one of the many tracks, racing around hairpin turns to get to the finish line before your opponent.

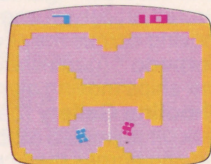
(Steering controllers come packaged with each Indy 500 Game Program.)

Race Cars (game variations 1 to 4) Choose your track, then scream across the starting line, fighting for position in the high-speed turns.

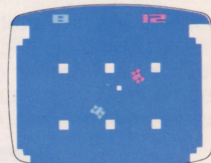
Crash N Score™ (game variations 5 to 8) Score by crashing into the moving target. Fight to get to the target before your opponent, turning hard while accelerating and decelerating.

Tag™ (game variations 9 and 10) Chase your opponent's blinking car. Once you tag him, you're the target. The player with the most amount of time as the target wins.

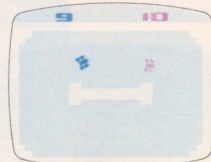
Ice Race (game variations 11 to 14) Now there's ice on the track. Fight for traction around corners, trying not to smash into the walls or your opponent.



Race Cars



Crash N Score™



Ice Race

DON'T WAIT FOUR YEARS FOR THE OLYMPICS

Video Olympics™ Game Program

They can happen every day, right at home. With the Video Olympics Game Program you compete in 50 games and variations in 8 main events. From Soccer to Volleyball to Basketball. Play against the computer or against up to 3 of your toughest opponents.

(Four player games require two additional paddle controllers, available at Atari dealers.) **Pong™** (game variations 1 to 12) The original Pong and Super Pong™ are now on one Game Program.

Soccer (game variations 13 to 18) Fire the ball through the goals at the opponent's end of the field.

Foozpong™ (game variations 19 to 22) Each player controls three sets of paddles. Just like regular Foozball.

Hockey (game variations 23 to 32) The puck is on the ice, ricocheting off walls and behind the goals.

Quadrapong™ (game variations 33 and 34) Same as Pong. Only now four can play, with four different goals.

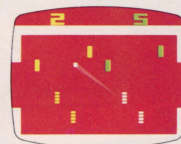
Handball (game variations 35 to 38) Play the ball off one wall without letting it get by you on the rebound.

Volleyball (game variations 39 to 42)

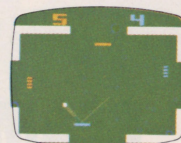
One player on each side of the net. Make your paddle jump to spike the ball.

Basketball

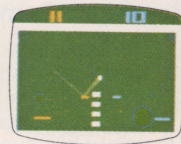
(game variations 43 to 50) Each player has a basket on his side of the court. Shoot the ball through your opponent's net without giving up control.



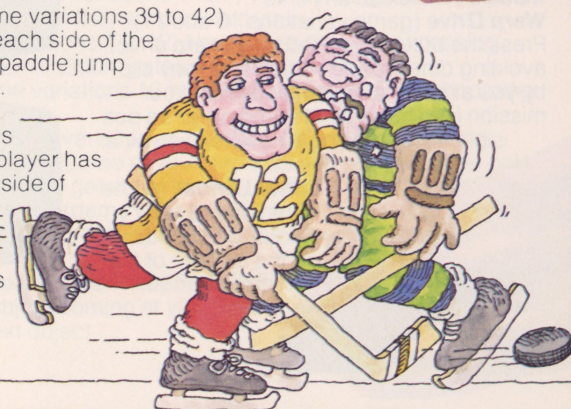
Soccer

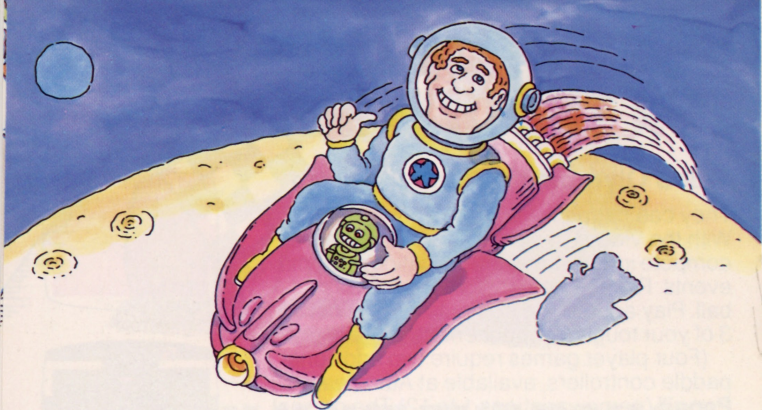


Quadrapong™



Volleyball





BEAM ME UP, CAPTAIN

Starship™ Game Program

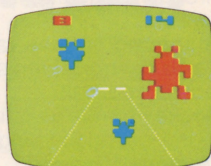
Hurtle through space in the cockpit of a spaceship, steering your way through 17 games and variations.

Line up space vehicles and shoot 'em out of the sky while avoiding asteroids. Or pilot a lunar lander onto the moon. One wrong move and it's curtains.

Starship™ (game variations 1 to 9) Chase your opponent's space module through space while avoiding other space vehicles. But it's tricky. He can make his space module invisible at any time.

Warp Drive (game variations 10 and 11) Press the button to speed up to warp drive, avoiding other space vehicles as they slip by you at faster and faster speeds. Your mission is to travel as fast and as far as possible without losing time when you hit a space object.

Lunar Lander (game variations 12 to 17) Pilot a lunar lander on to the surface of the moving moon.



Starship™

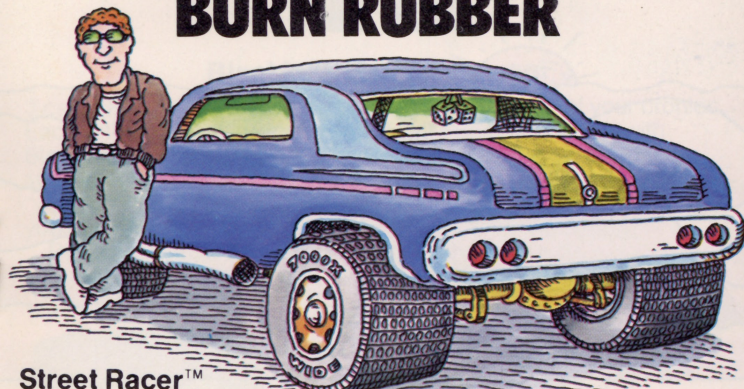


Warp Drive

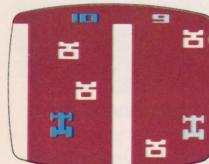


Lunar Lander

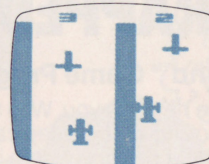
BURN RUBBER



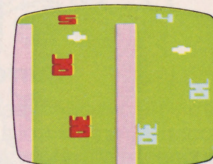
Street Racer™ Game Program



Street Racer™



Jet Shooter™



Scoop Ball™

The Game Program that'll tell if you really should be out in the street driving. Controlling the action with your remote controller, steer your way through 27 different games and variations. Race against the clock or race against a friend. (Additional paddle controllers needed for 3 and 4 player games.)

Street Racer™ (game variations 1 to 6) You're racing down the strip, avoiding other cars as they whip toward you.

Slalom (game variations 7 to 12) Now you're on skis, swooshing through the downhill slalom gates.

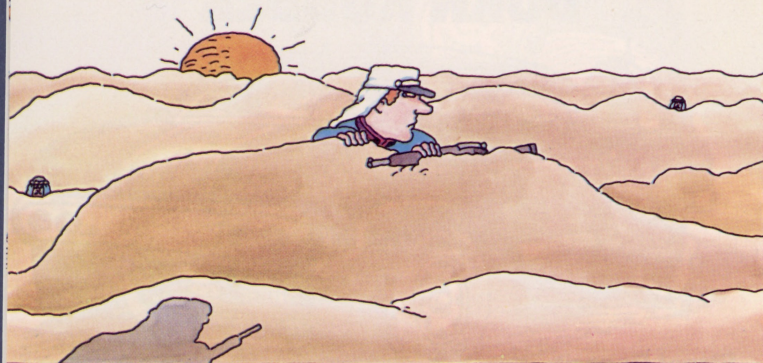
Dodgem™ (game variations 13 to 16) Steer cars to avoid oncoming objects.

Jet Shooter™ (game variations 17 to 20) Pilot a plane, shooting down objects as they come at you from above. If you miss, you only have a split second to get out of the way before they crash into you.

Number Cruncher™ (game variations 21 to 24) Steer motorcycles to run over numbers as they flash down the screen. Score the number hit.

Scoop Ball™ (game variations 25 to 27) First you catch the object coming at you. Then relay it to the next object.





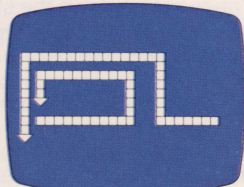
TRAPPED

Surround™ Game Program

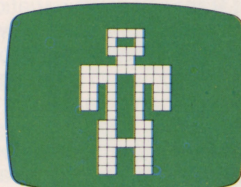
Trap your opponent before he traps you. With the Surround Game Program. You control a moving wall, strategically forcing your opponent's moving wall into a position where it can't move in any direction. It's a game full of quickness, skill and smarts.

Surround™ (game variations 1 to 12) Once the wall starts forming, you're in control. Speed up, move diagonally, move off the screen, or erase entire sections of the wall at your command.

Video Graffiti™ (game variations 13 and 14) Be a TV artist. Build words, faces, and buildings—almost anything—with video blocks.



Surround™



Video Graffiti™



HIT ME

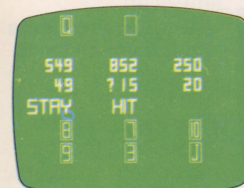
Blackjack Game Program

3 card sharks seated around the TV. You and up to 2 of your cronies. Each with 200 chips of your own. Object? Beat the House, with Blackjack Game Program. The computer deals the cards onto the screen just like they would lie on the table in Las Vegas.

Bet up to 25 chips each hand. Play until you're either busted or you've won 1,000 chips.

Blackjack Game Program. Your ace in the hole.

(Additional set of paddle controllers needed for 3 player version.)



Blackjack



DO YOUR HOMEWORK WHILE YOU'RE WATCHING TV

Basic Math™ Game Program

Basic Math is Atari's first educational Game Program.

Solve addition, subtraction, multiplication and division problems on your own TV. The computer lets you know if you're right. If you're wrong, the correct answer flashes on the screen.

Basic Math. The fun way to learn.

Table Problems (game

variations 1 to 4) You pick the top number of the problem and the function (addition, subtraction, multiplication, division). The computer picks the bottom number.

Solve it before your time is up.

Random Problems

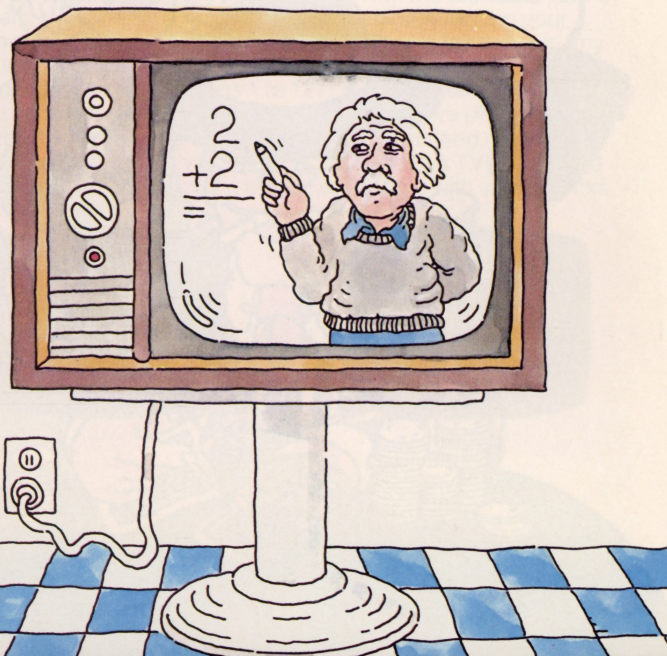
(game variations 5 to 8) You still pick the function. Only now the computer picks both the top and bottom numbers.



MORE TO COME...

Atari will be introducing more game programs all the time. Each one guaranteed to be just as much fun as the ones we now have.

Send us the enclosed postcard; we'll keep you updated as we introduce them.



(Steering controllers for Indy 500 Game Program come packaged with Game Program. Additional paddle controllers for the 3- and 4-player variations of the Video Olympics, Blackjack and Street Racer Game Programs are available at your Atari dealers.)



A Warner Communications Company

More games. More fun.