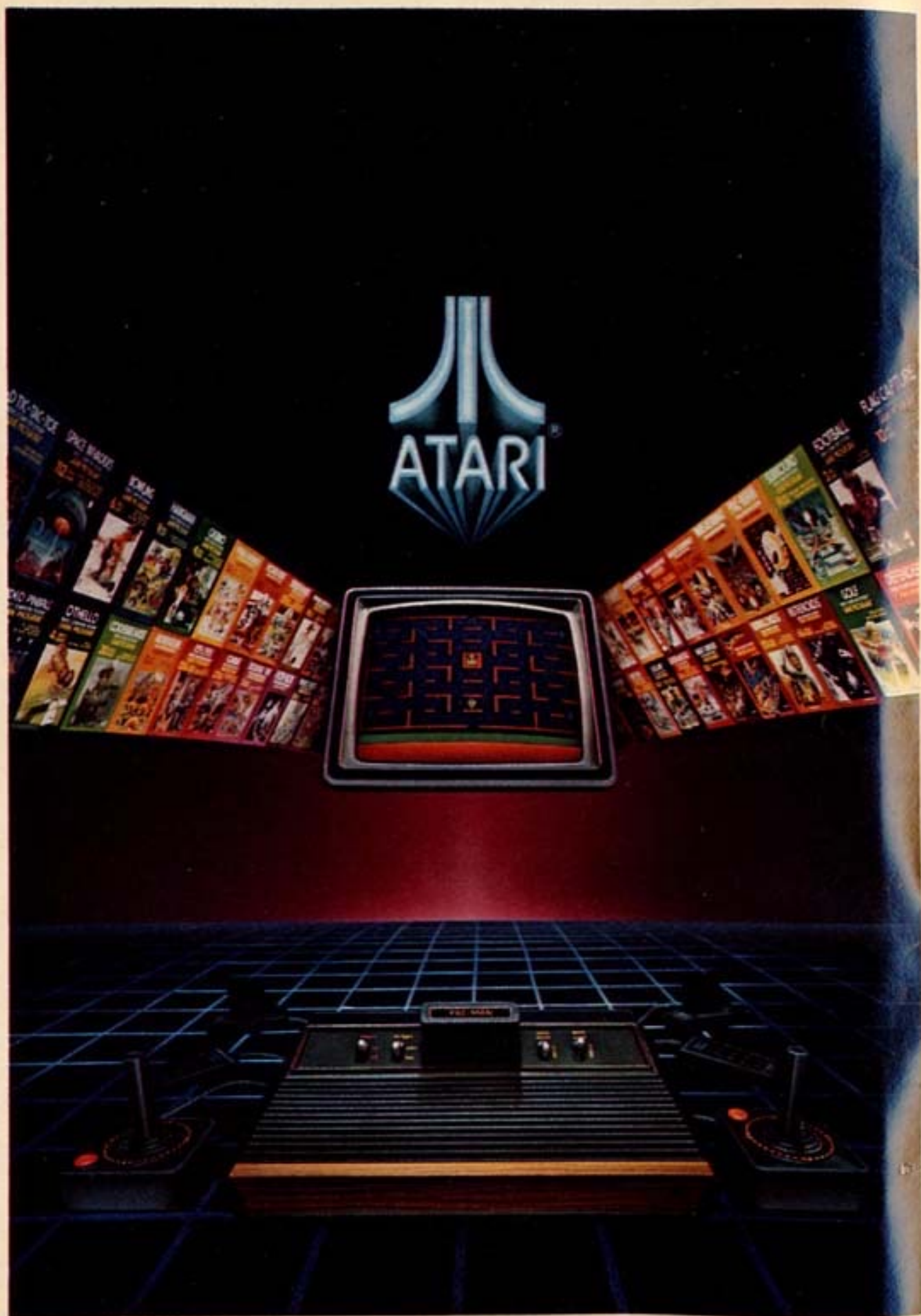


VIDEO
COMPUTER SYSTEM™



CATALOG

45 GAME PROGRAM™
CARTRIDGES





INTRODUCTION

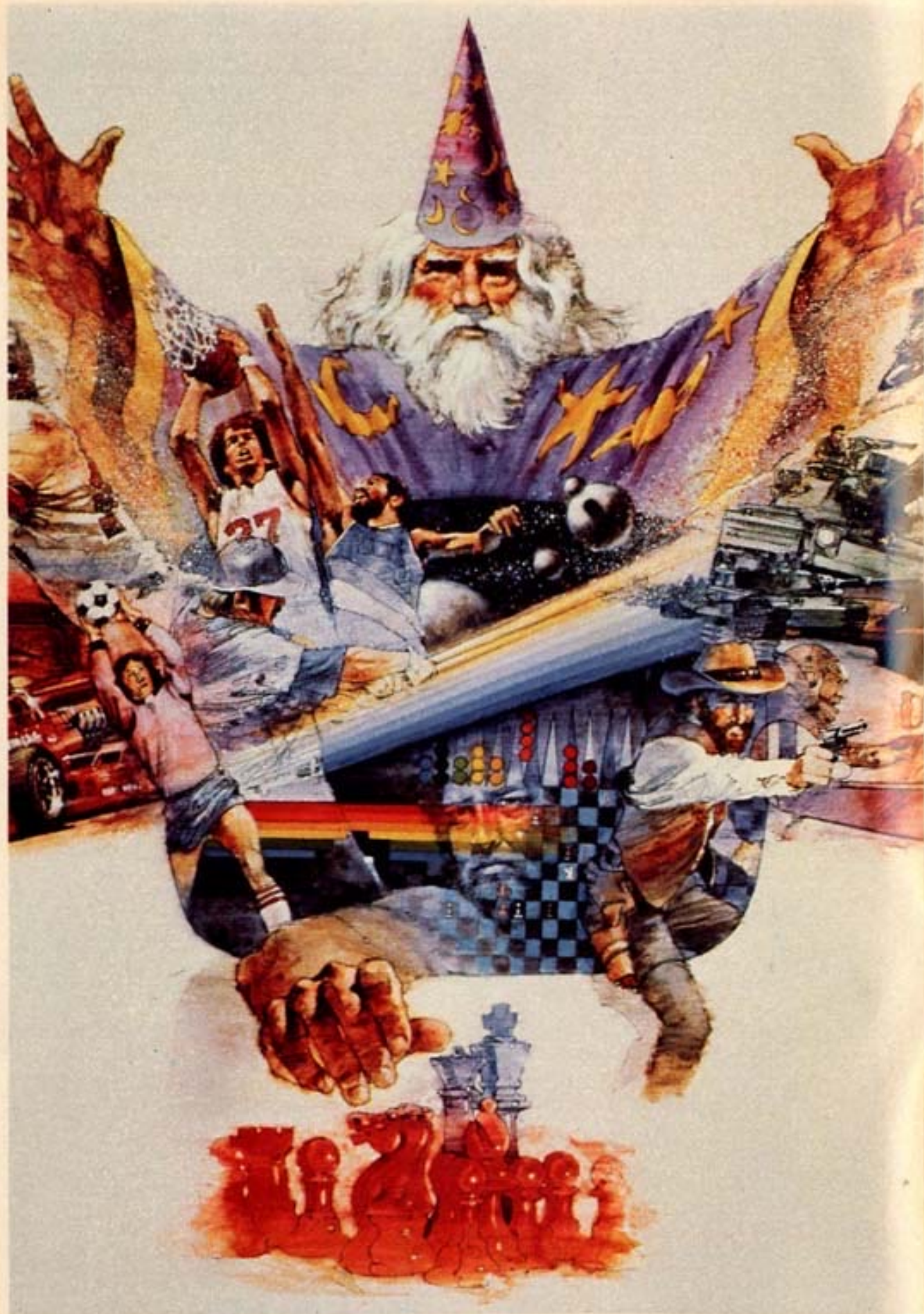
MORE GAMES. MORE FUN. MORE ENTERTAINMENT. When it comes to video games, no other manufacturer stacks up to ATARI®. You'll find 45 Game Program™ cartridges listed here, including new games which will be available in the first half of 1982.

The choice ranges from classics like VIDEO CHESS™ to far out fun, like SPACE INVADERS*. And, ATARI is the only home video game company that also makes arcade games. So you can enjoy Game Program cartridges like ASTEROIDS™, MISSILE COMMAND™, and many more in your own home.

QUALITY YOU CAN COUNT ON. ATARI products are engineered to deliver top performance with lots of action, crisp colors, and realistic sound effects.

IT'S AN UNBEATABLE SYSTEM. The ATARI Video Computer System™ game consists of the game console, two sets of controllers, power adapter, TV antenna switch box and the COMBAT Game Program cartridge. The console attaches easily to your television set. (It won't interfere with normal viewing.) The controllers and cartridges plug into the console and open up a world of possibilities. The COMBAT Game program cartridge has 27 thrilling game variations to start you off with a bang! From there, you can enjoy almost limitless fun, with your own selection of Game Program cartridges from the following pages.

*Trademark of Taito America Corporation





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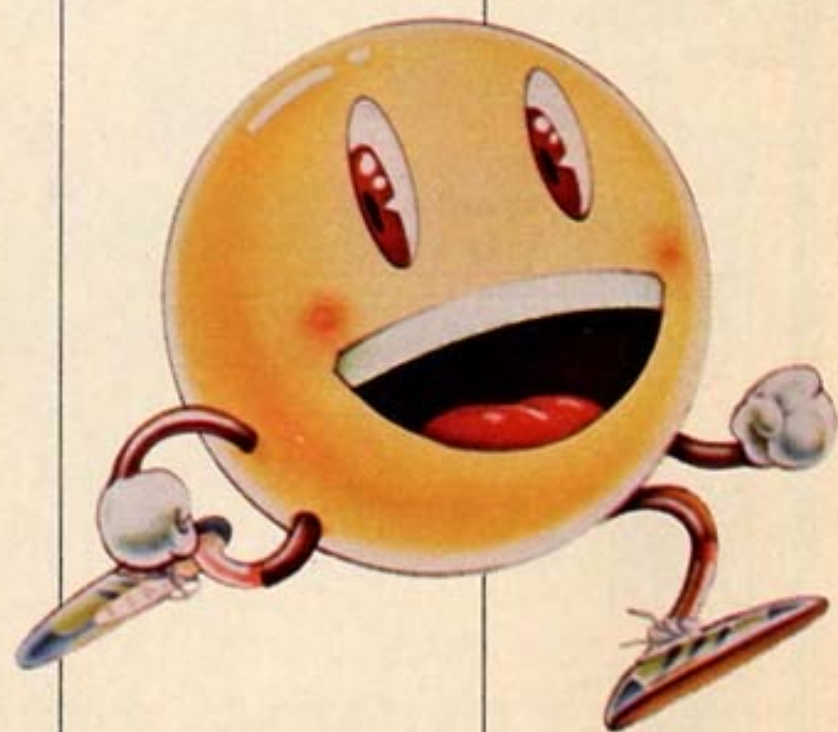
SPORTS ARENA



COMBAT ZONE

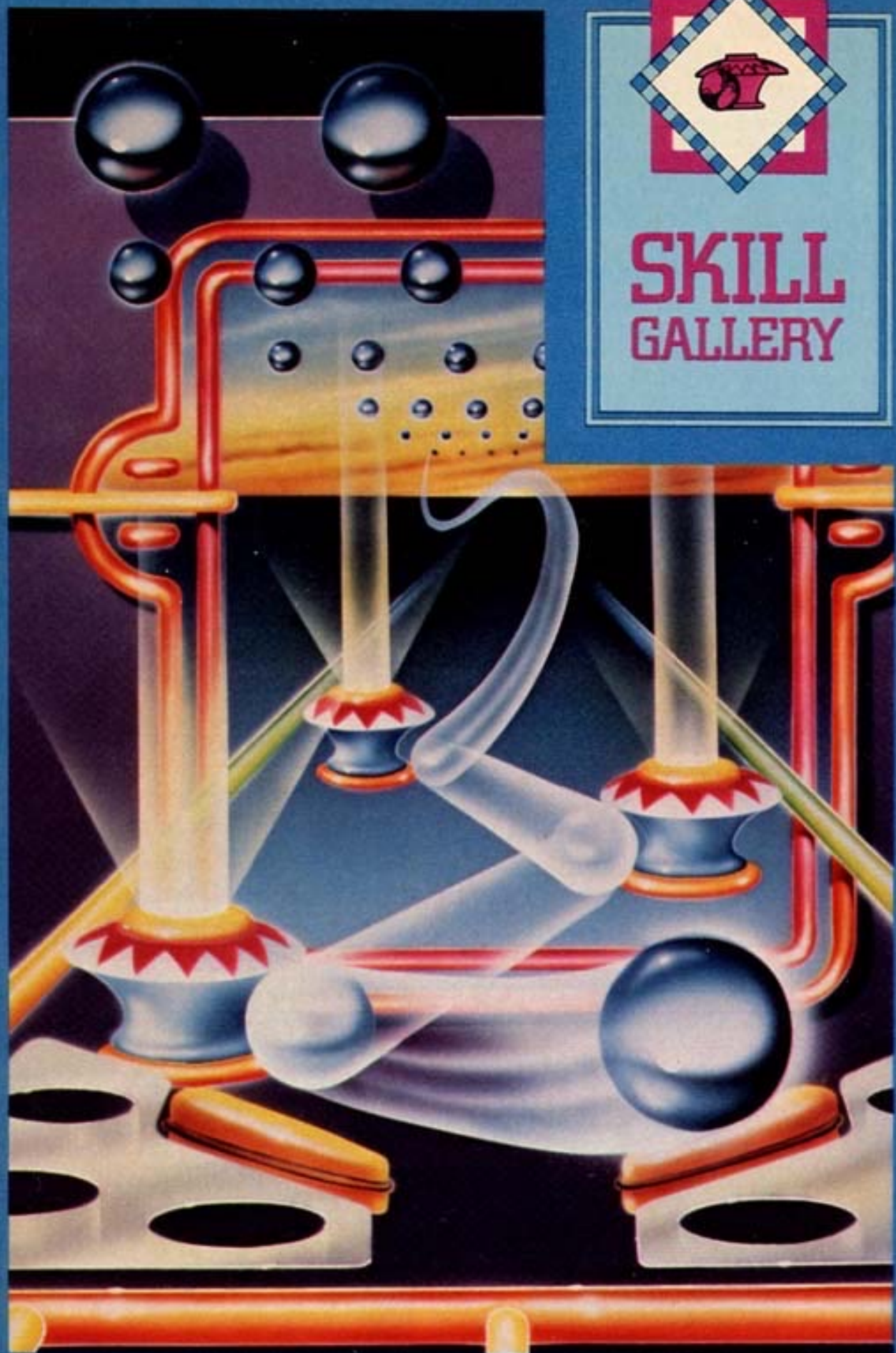


LEARNING CENTER

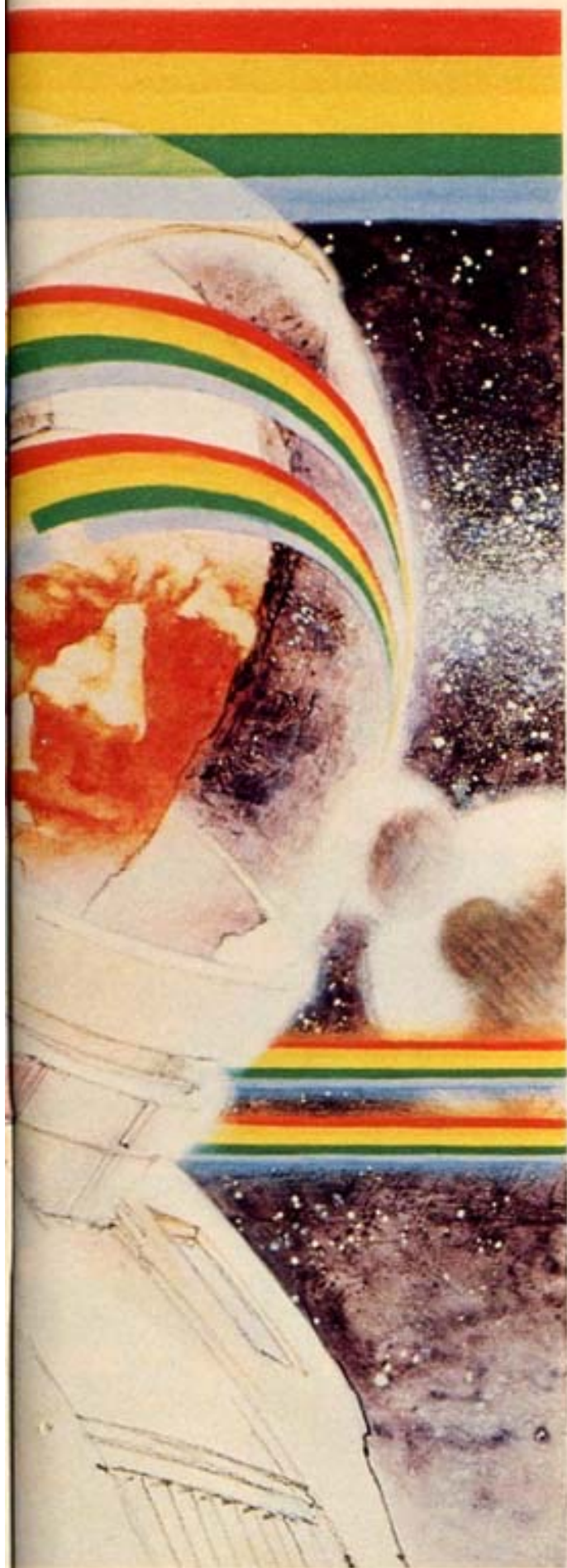




SKILL GALLERY







SUPER BREAKOUT™

AVAILABLE IN JANUARY

This is the BREAKOUT® of the future! Your space shuttle has come up against a mysterious force field dead ahead. Will you turn back, or blast forward and try to smash your way through the many colored layers? Eight exciting new game sounds are programmed into SUPER BREAKOUT™ to make it even more super to play.

Nine games, including
versions for children
One to two players
CX2608





PAC-MAN*

AVAILABLE IN MARCH

Adapted from one of the most popular video arcade games ever created, ATARI's PAC-MAN*, which differs slightly from the original, is sure to be a big hit in your home.

In this engaging game, you guide the PAC-MAN around a maze to gobble up dots for points, while dodging ghosts. In the four corners of the maze are special tablets. When PAC-MAN eats one, he changes color and can then eat the ghosts. But he has to hurry and catch the ghosts before he changes color again, or they'll eat him.

One or two players
CX2646

* PAC-MAN is licensed
by Namco-America, Inc.





BREAKOUT®

Make the great escape! Smash your way out of a thick wall of bricks. The first few bricks are easy. But the closer you come to breaking out, the tougher it gets. The ball you use to smash bricks may play tricks on you. Once you've mastered one variation, there are 47 other blockbusters.

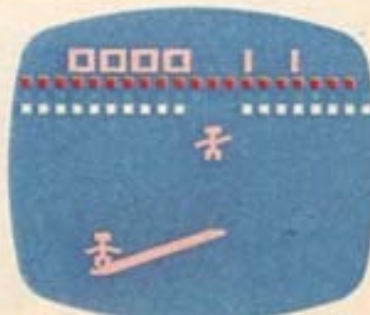
48 games
One to four players
CX2622



CIRCUS ATARI®

How good are your reflexes? As the clown bounces up and down, you try to catch him on the teeter-totter. Send him up to the top of the big top to burst red, white and blue balloons worth different points. Make a big pop under the big top and win!

Eight games
One to two players
CX2630



HUMAN CANNONBALL

Be a daredevil! Position the cannon. Set the angle. Pick your speed. Your calculations will appear on the screen. Now, it's out of the cannon and into the water tower! Be careful with your calculations — it hurts if you miss. There are 8 different games to choose from, if you dare.

Eight games
One to two players
CX2627





MAZE CRAZE™

A Game of Cops 'n Robbers

You're a cop on a tough beat. And the things you'll encounter are — amazing. You'll bump into robbers and blockades, and fumble through blackouts. You'll hear hurrying footsteps, and some other surprising sounds as you try to walk your beat safely, in the least amount of time.

16 games
One to two players
CX2635



SKY DIVER®

You're ready for the big jump. The longer you can wait to open your chute, the more points you'll score. Steer your chute against varying wind velocities as you guide yourself to the landing pad. Land on the bull's-eye and get more points. But, if your chute fails to open - SPLAT!

Five games
Two players
CX2629



VIDEO PINBALL™

Okay, pinball wizards, get set for the ultimate challenge, complete with sounds and flashing colors. Pull back the plunger, release the spring, and shoot the ball. Hit bumpers, spinners, targets and rollovers to rack up points. You get three balls to start with. Hit the ATARI rollover four times and you get an extra ball. Play against the computer or try your wizardry against an opponent of your choice.

Four games
One to two players
CX2648







SPACE STATION





DEFENDER*

ESTIMATED AVAILABILITY -
JUNE, 1982

Aliens are attacking the Planet. Not only have these creatures taken many threatening forms—alien landers, exploding pods, and bombers—they are also trying to take your friends to use them against you. Launch your anti-alien attack rocket. Watch the rocket's scanner screen for early warning data. Then fire your laser cannons! Only you can prevent the aliens from kidnapping your fellow humanoids and transforming them into treacherous mutants. Game play on this home video game differs slightly from the original arcade version.

One to two players
CX2609

*Indicates trademark of
Williams Electronics, Inc.





YARS' REVENGE™

ESTIMATED AVAILABILITY -
MAY, 1982

Journey to the RAZAK solar system, where the Yars—mutant house flies—are getting swatted by an evil Qotile. This relentless enemy, hidden behind a protective shield, fires deadly missiles at the Yars. Help the Yars avenge their community! Send a Yar scout out to break a path through the shield by eating the bricks or exploding them with missiles. Then bring out the Zorlon Cannon and destroy the Qotile with a well-placed blast.

Eight games
One to two players
CX2655





ASTEROIDS™

Your space ship is trapped in a deadly asteroid belt. Destroy the drifting asteroid boulders before your spaceship is done in. And watch out for other space hazards, like satellites and UFO's. Hyper through space in all directions. Fire your photon torpedoes to protect your spaceship. Score points by destroying asteroids and other obstacles. The sky's the limit.

66 games, including versions for children.
One to two players
CX2649



MISSILE COMMAND™

The Krytolians have launched a missile attack on your peace-loving planet of Zardon. As commander of Zardonian defenses, you must launch a counter-attack, using your powerful antiballistic missiles (ABM's.) Battle conditions change dramatically in each of the games for one or two commanders.

34 games, including versions for children.
One to two players
CX2638



SPACE INVADERS*

Strange creatures from outer space are threatening our planet. Who are these aliens and what do they want? No time for questions now. Your mission is to destroy the aliens with your laser cannon before they reach Earth. Hit a space invader and score points. But just when you think you've destroyed them all, new invaders appear.

112 games
One to two players

*Trademark of Taito America Corporation.
CX2632





SPACE WAR

Master your Starship controls with a series of practice maneuvers. Once you have conquered all the techniques—like Hyperspace, Warp Drive and avoiding the gravity pull of the Space Sun—you are ready to conquer the universe.

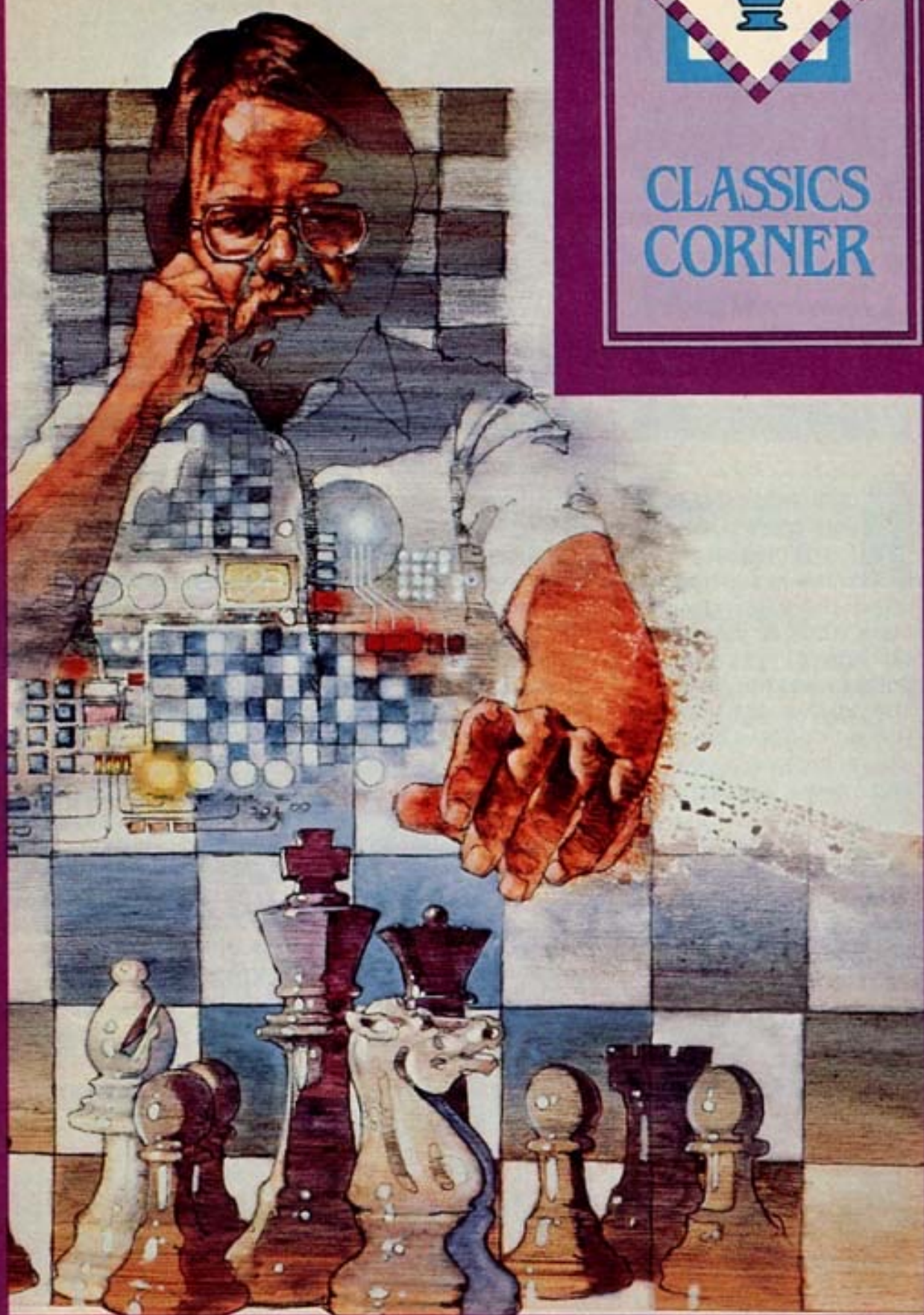
17 games
One or two players
CX2604







CLASSICS
CORNER





BACKGAMMON

Roll the dice. Make your move. Use all the strategies you know, including the use of the doubling cube. You can test your skill against the computer or another player. There's even the popular version of Acey-Deucey, where throwing a one and a two is the name of the game.

Eight skill levels
One to two players
CX2617



CASINO™

It's time for serious card playing. Break out the chips and deal. **BLACK JACK** (Games 1-2). Up to four players can try beating the house. **STUD POKER** (Game 3). Squeeze for the inside straight. Or bluff your opponent with a pair of deuces. **POKER SOLITAIRE** (Game 4). Play up to 12 hands by yourself.

Four games
One to four players
CX2652

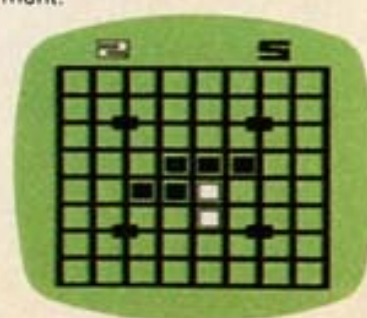


OTHELLO*

You'll need a solid strategy and some real cunning to be successful at this game. Each player takes turns trying to capture as many squares as possible. Capture a square and it changes to your color. Lose a square, and you lose points. Play against the computer at three different skill levels, or with a friend.

Four games
One to two players
CX2639

*OTHELLO® is a registered trademark of CBS, INC. for its strategy disc game and equipment.

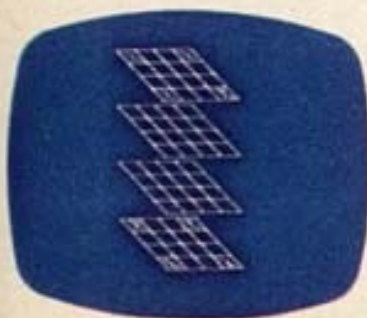




3-D TIC-TAC-TOE

You have to think in 3-D for this one. Examine the board. Plan your strategy. Then make your move. Place four X's or four O's in one horizontal, vertical or diagonal row, or through all the planes. Play against an opponent or against the computer. To win, complete your row first.

Nine games
One to 2 players
CX2618



VIDEO CHECKERS™

The game that has challenged young and old for centuries now has nine levels of difficulty. At level 1, the computer plays beginning checkers. At level 9, you're playing a master. Plus, there are three different game variations for you to check out.

19 games
One to two players
CX2636



VIDEO CHESS™

It's your 22nd move. Your defense is set with a tight King position. You move in your Queen and capture your opponent's Rook — his only defense. Check-mate! It's you against the computer in one of the most sophisticated approaches to the classical thinking man's game.

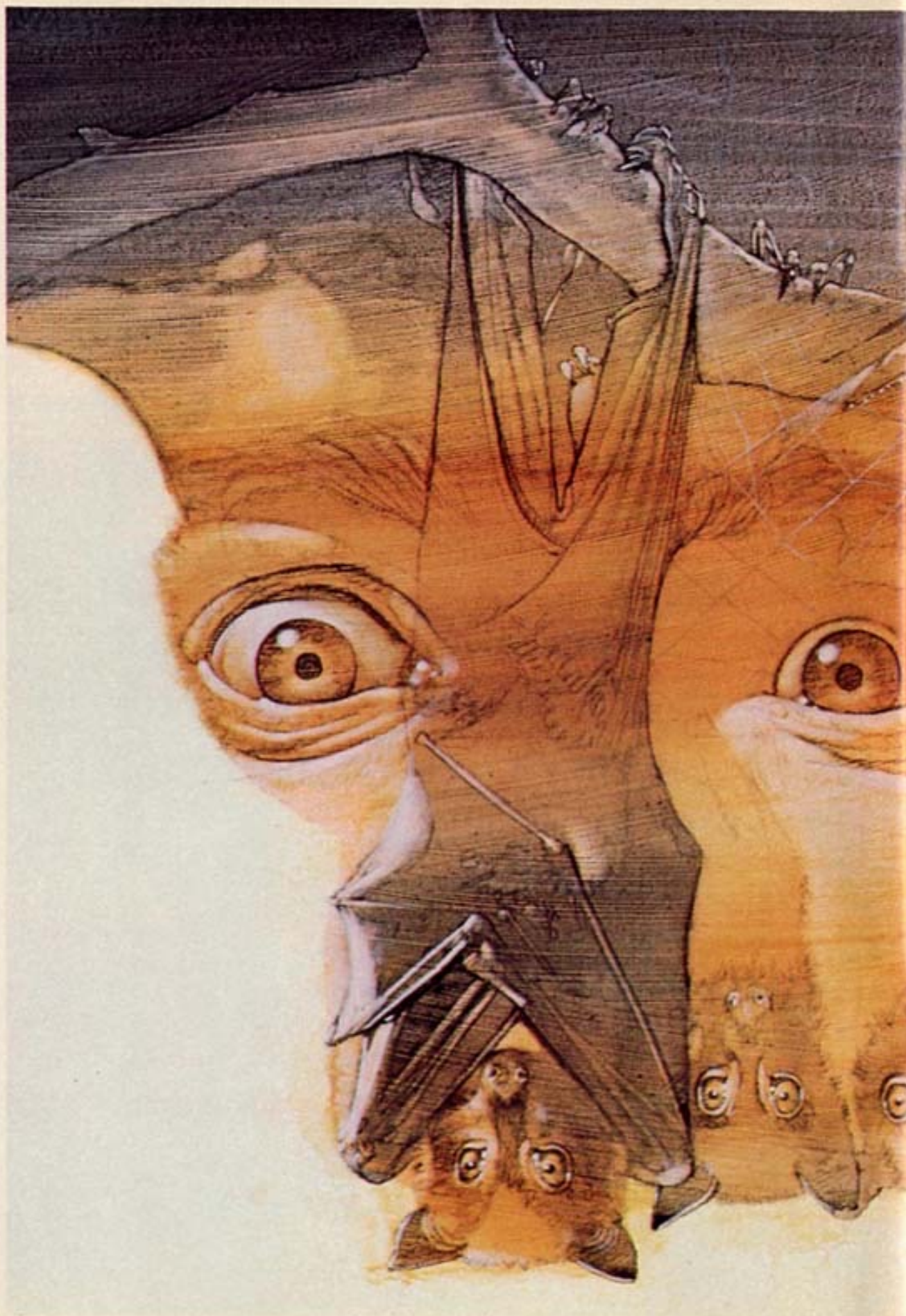
Eight games
One player
CX2645

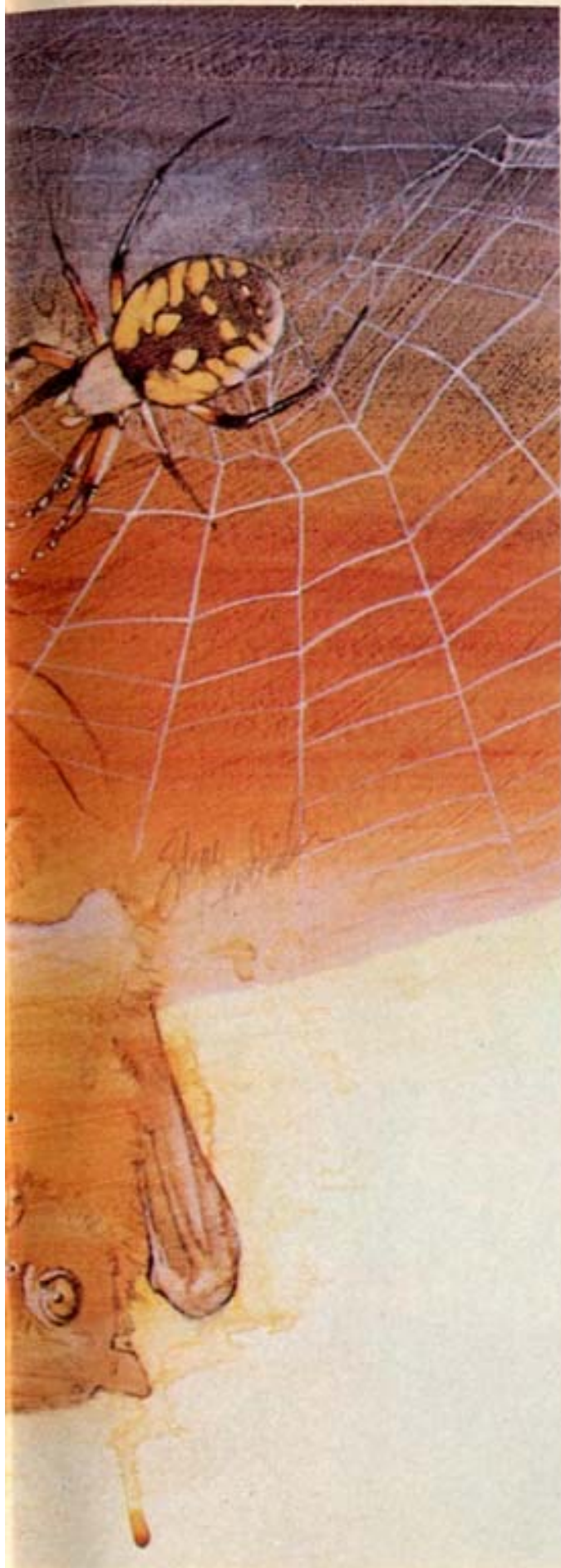






**ADVENTURE
TERRITORY**





HAUNTED HOUSE

ESTIMATED AVAILABILITY -
FEBRUARY, 1982

It's a stormy night, and you are creeping through the dusty corridors of a haunted house, with only a flickering match to guide the way. You're searching for pieces of the golden urn, which are hidden throughout the four-story house. Each floor has six rooms, connected by hallways. Some of the rooms may be locked, in which case you'll need to find the key. As you stumble along, a vampire bat flies in your face. A furry tarantula runs over your foot. And suddenly you see a ghost! It's enough to scare you to death. Can you find the key, collect all the urn pieces, and get out alive?

Nine skill levels

One player

CX2654

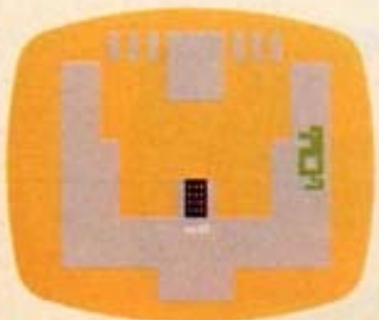




ADVENTURE

Once upon a time an evil magician stole an enchanted goblet and hid it somewhere in the kingdom. Now you must find it, but it won't be easy. Three deadly dragons and a black bat will try to stop you. Have no fear, your magic sword will help protect you. Cross the bridge—if you can—and get the magnet that will attract the goblet. Watch out! The dragon is waiting to eat you.

One player only
Three skill levels
CX2613



SUPERMAN*

You're the "MAN OF STEEL"*. You're in your office at the DAILY PLANET*, when you get a tip that LEX LUTHOR* is about to blow up the Metropolis Memorial Bridge. Into a phone booth, on with your cape! Flying faster than a speeding bullet you use your X-RAY VISION* to find the hideout of LEX LUTHOR and put the gang behind bars. But watch out for the deadly KRYPTONITE* satellites!

One player only
CX2631

*Indicates Trademark of DC Comics, Inc. © 1979





RACE TRACK



DODGE 'EM™

It's you against the computer crash car. Accelerate. Change lanes. Each driver gets three heats. A crash ends the heat. If your score looks too good, another crash car comes on course. Different levels of difficulty keep the game a constant challenge.

Three games
One to two players
CX2637



INDY 500

This fast-paced Game Program cartridge comes with Steering Controllers to keep you on the right track. And there are many tracks, and game variations, to choose from, including RACE CARS, CRASH'N SCORE™, TAG™, and ICE RACE.

14 games
One to two players
CX2611



NIGHT DRIVER®

The road ahead is dark and winding. You know you're getting somewhere because the fence along the side of the road seems to keep moving. Don't get drowsy now. The longer you stay on the road, the higher your score. And watch out for those oncoming cars! Remember to keep your eyes peeled and fasten your seat belt. You never know what will jump out on the road at night.

Eight games
One player only
CX2633





SLOT RACERS™

You and your favorite adversary pursue each other at breakneck speeds through big city streets. And fire missiles at each other from the bazookas on your hoods. The first to blast his opponent 25 times wins the ultimate chase scene.

You can change the pace with four different street mazes, accelerating car and missile speeds, and varying missile paths.

Nine games
Two players
CX2606

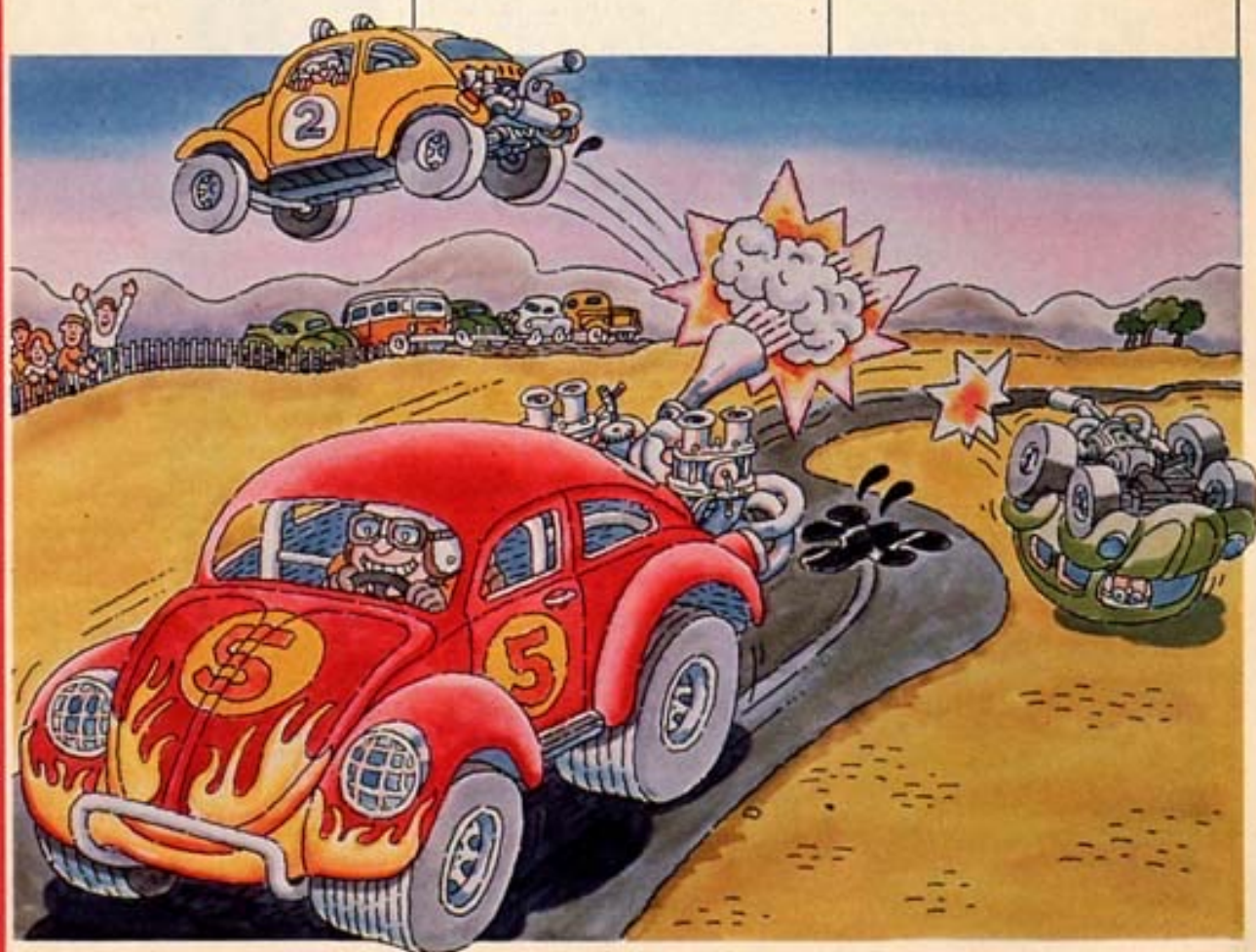


STREET RACER™

Race on a city street, or down a ski slope. Dodge on coming cars, or fire at flying objects. "Crunch" numbers on a track, or play a new game of catch called SCOOP BALL™. Variety is the name of this game.

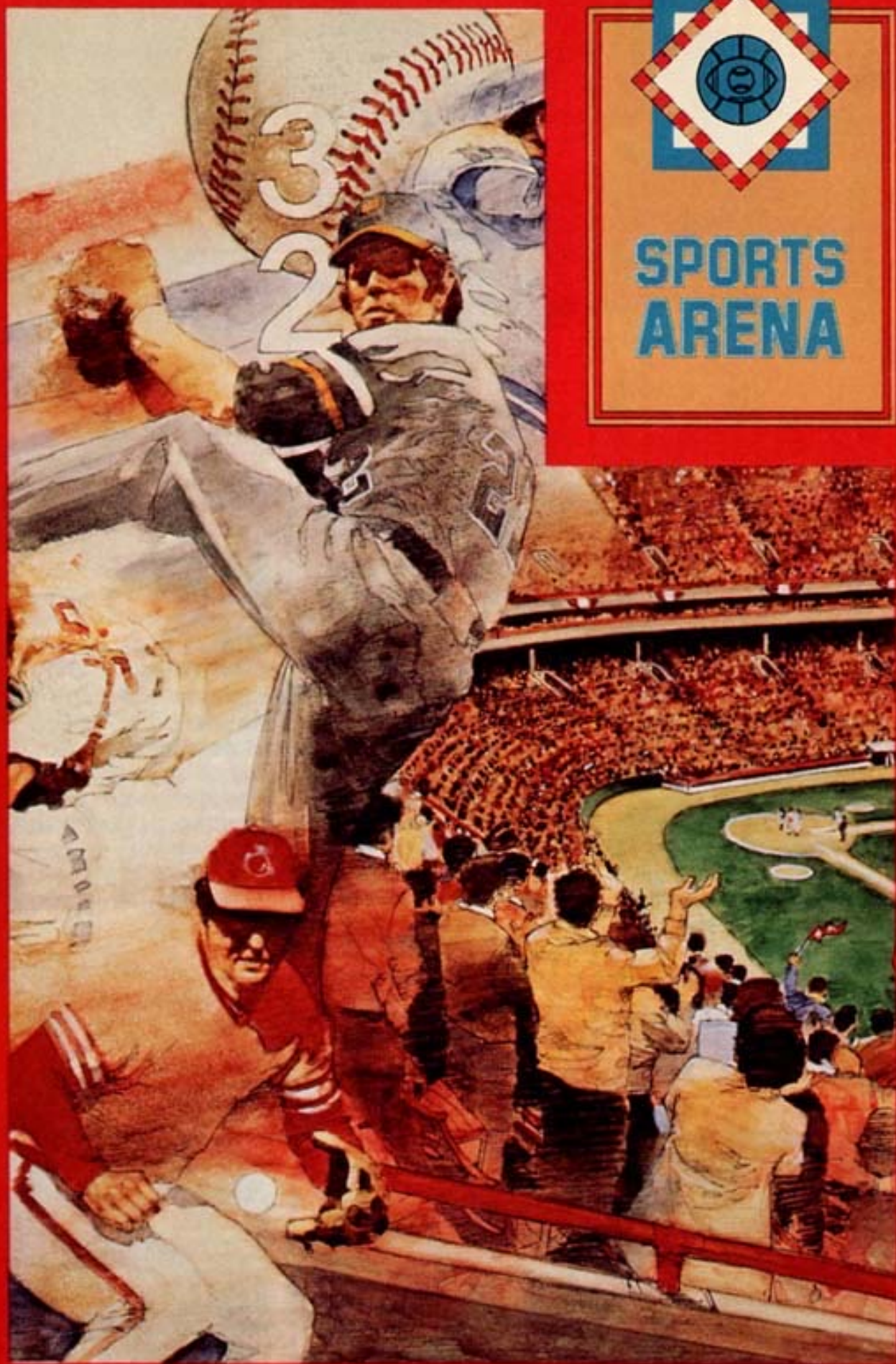
27 games
One to four players
CX2612







**SPORTS
ARENA**





BASKETBALL

The clock's ticking off the last few seconds. The other guy has the ball. The game's tied. You press hard. Force a wild shot. Then make a spectacular fast break for the winning basket. Use the difficulty switches to arrange great matches between pros and double dribblers. You control when to jump, dribble, steal, or shoot your way past human or computerized opponents.

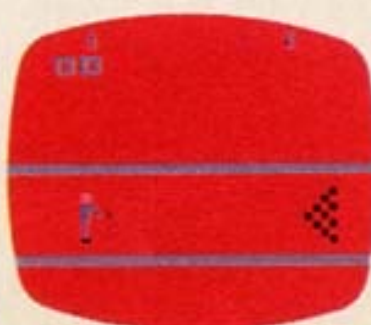
Two games
One or two players
CX2624



BOWLING

This is one of the most exciting and challenging ways to go bowling. Your score is kept automatically on screen, frame by frame. Keep track of strikes, spares, and even open frames. You can roll curve balls or straight balls. But watch those gutter balls.

Six games
Two players
CX2628



FOOTBALL

Hut one...Hut two... Hike! Pass on 3rd and long. Punt out of trouble on 4th down. Or run the end sweep for a TD. You're the quarterback calling all the offensive plays. And on defense, you're in total control, maneuvering your men into position to stop the opponent cold. Kick! Pass! Run! Score! Touchdown!

Three games
Two players
CX2625





GOLF

If you're feeling up to par, try nine holes on our golf course. You control the direction and power of your shot. But if your ball goes into the rough it may cost you penalty strokes. As you maneuver your golfer around the course, you get a close-up of the green for your putt. Your score is automatically recorded.

Two games
One to two players
CX2634



HOMERUN™

You're waiting for the pitch. The crowd cheers as you send a deep drive to center field and score the winning run. Now you're the pitcher. You mix up your pitches with your even-handed control over fast, slow or curve balls. But be careful. Balls and strikes count. So do double plays, triple plays, force outs, tag outs and sacrifice flies.

Eight games
One to two players
CX2623



PELÉ'S SOCCER™

It takes a lot of practice to play a winning game of soccer. And what is true on the field is true on your ATARI® Video Computer System™ game. PELÉ'S SOCCER™ challenges you every inch of the way. Passing. Dribbling. Kicking. Blocking. Attacking. Defending. And with 54 separate games to choose from, even Pelé himself finds plenty of challenging action.

54 games
One to two players
CX2616





VIDEO OLYMPICS™

This Game Program cartridge is the home of PONG®, the original video game! And SUPER PONG® and FOOZPONG® and on and on, for a total of 50 great olympic games and game variations in eight main events. Play against the computer or up to three other competitors. (Four-player games require a set of additional Paddle Controllers.)

50 games
One to four players
CX2621





COMBAT ZONE



AIR-SEA BATTLE™

Be an artillery commander, submarine captain, or aircraft bombardier, firing at enemy ships and planes. Or, relax with some R&R at a shooting gallery — picking off animated ducks, rabbits and clowns. Targets come from different directions, at different speeds to test and sharpen your hand/eye coordination skills.

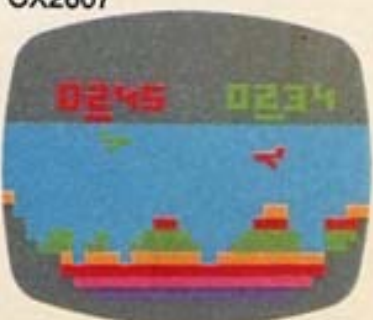
27 games
One to two players
CX2602



CANYON BOMBER®

Bombs away! Press the button and you are in control of unloading tons of bombs into the canyon. Careful—an itchy finger may cost you the war. CANYON BOMBER® (Games 1-6) Blast away the boulders with either a set or an unlimited number of bombs. Play against the computer or another player. SEA BOMBER™ (Games 7-8) Blow away the carriers, tankers and ships and reach 1000 points before your opponent.

Eight games
One to two players
CX2607



COMBAT

Arm yourself against the enemy with tanks, planes and jet fighters. Blast your opponent as many times as you can for the highest score. Heavy artillery includes missiles, rapid fire machine guns, or single shots. Just keep in mind that the other guy has the same weapons you do. Good luck, soldier.

27 games
Two players
CX2601

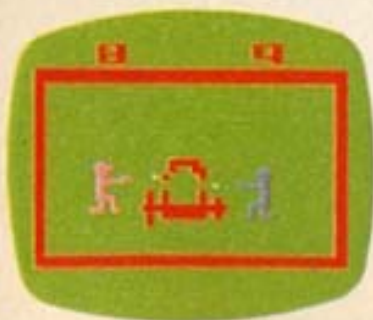




OUTLAW®

Squeeze the trigger. Your gunfighter kneels, and aims. Release the trigger. The lead starts flying. Blow away walls, stagecoaches, and cacti. Nail your opponent with a clever ricochet. Shoot it out through 16 games and variations, including three target practice games.

16 games
One to two players
CX2605



WARLORDS™

Take cover behind your castle walls, and head off an onslaught of enemy fire. At the same time, try to destroy the other Warlords, by breaking down their castle walls, and crowning them with fireballs.

28 games, including versions for children.
One to four players
CX2610







LEARNING
CENTER

INSECT

FLO
ER

MON

S
BEAST





BASIC PROGRAMMING

Talk to the computer. ATARI's "BASIC PROGRAMMING" cartridge will show you how. You'll learn the basics of computer language and programming. What to say. How to say it. Program your computer to print messages. Play games. Even play a tune. Before long, you and your computer will be making beautiful music together.

One player only
CX2620



BRAIN GAMES

Be a mental superstar. Focus on a series of symbols, ciphers, and musical notes. Now repeat them in order. You're competing against time, and diabolical distractions. The BRAIN GAMES include, TOUCH MET[™], COUNT MET[™], PICTURE MET[™], FIND MET[™], ADD MET[™] and PLAY MET[™], for a total of 19 game variations.

19 games
One to two players
CX2664



CODEBREAKER[™]

Track the secret code in the fewest turns. The computer tells you when you guess the code cipher and when it's in the right position. Variations for both novice and super sleuths. Also included, NIM (games 13-20). This new version of the oldest math game known to man is a mental exercise for one or two players.

20 games
One to two players
CX2643





A Game of CONCENTRATION

Thirty numbers flash on your screen. Hidden behind each is a familiar object or a wild card. Match any two and score. Your opponent tries to match a sailboat with a flying saucer. You smirk. Now it's your turn.

Eight games
One to two players
CX2642



HANGMAN

H__NGM__N. You have just one guess left. And two blank spaces. Could it be the same letter? Could it be "A"? Guess right and win. Guess wrong, and it's curtains for you. Nine game variations make it challenging for all. In Games 1 through 8 the computer chooses the words. In Game 9 you and a human opponent choose words for each other. Pick a hard one to hang him up!

Nine games
One to two players
CX2662





MODULAR CARTRIDGE LIBRARY™

Here's an attractive storage system that can grow as your collection of Game Program cartridges grows. Each interlocking module holds 14 Game Program cartridges, and has a separate compartment for game instruction manuals. The modules, which may be used free standing or wall mounted, are constructed of durable polystyrene with a decorative simulated woodgrain finish face plate.



GAME PROGRAM™ CASE

When the game is over, you can store your Game Program cartridges on the bookshelf. This convenient library case holds eight Game Program cartridges, and has two pockets for game instruction manuals. A supply of pressure sensitive labels is included, so you can note the contents of each case on its cover.



GAME CENTER

Now you can keep all the ATARI game components together and at your fingertips. This all-in-one organizer has compartments for the VCS console, controllers and other accessories, plus 27 Game Program cartridges and game instruction manuals. The Game Center is handsome enough to show off, with simulated woodgrain finish face plate and a dust cover.

CARTRIDGES AND CONTROLLERS



SKILL GALLERY



| | | | |
|------------------|---|--|---|
| SUPER BREAKOUT™ | | | ● |
| PAC-MAN* | ● | | |
| BREAKOUT® | | | ● |
| CIRCUS ATARI® | | | ● |
| HUMAN CANNONBALL | ● | | |
| MAZE CRAZE™ | ● | | |
| SKY DIVER® | ● | | |
| VIDEO PINBALL™ | ● | | |



SPACE STATION

| | | | |
|------------------|---|--|--|
| DEFENDER☆ | ● | | |
| YARS' REVENGE™ | ● | | |
| ASTEROIDS™ | ● | | |
| MISSILE COMMAND™ | ● | | |
| SPACE INVADERS★ | ● | | |
| SPACE WAR | ● | | |



CLASSICS CORNER

| | | | |
|-----------------|---|--|---|
| BACKGAMMON | | | ● |
| CASINO™ | | | ● |
| OTHELLO† | ● | | |
| 3-D TIC-TAC-TOE | ● | | |
| VIDEO CHECKERS™ | ● | | |
| VIDEO CHESS™ | ● | | |



ADVENTURE TERRITORY

| | | | |
|---------------|---|--|--|
| HAUNTED HOUSE | ● | | |
| ADVENTURE | ● | | |
| SUPERMAN‡ | ● | | |



RACE TRACK



| | | | |
|---|---|--|---|
| DODGE 'EM™ | ● | | |
| INDY 500 (Packed with Special Steering Controllers) | | | |
| NIGHT DRIVER® | | | ● |
| SLOT RACERS™ | ● | | |
| STREET RACER™ | | | ● |



SPORTS ARENA

| | | | |
|-----------------|---|--|---|
| BASKETBALL | ● | | |
| BOWLING | ● | | |
| FOOTBALL | ● | | |
| GOLF | ● | | |
| HOMERUN™ | ● | | |
| PELE'S SOCCER™ | ● | | |
| VIDEO OLYMPICS™ | | | ● |



COMBAT ZONE

| | | | |
|-----------------|---|--|---|
| AIR-SEA BATTLE™ | ● | | |
| CANYON BOMBER® | | | ● |
| COMBAT | ● | | |
| OUTLAW® | ● | | |
| WARLORDS™ | | | ● |



LEARNING CENTER

| | | | |
|----------------------------|---|---|--|
| BASIC PROGRAMMING | | ● | |
| BRAIN GAMES | | ● | |
| CODEBREAKER™ | | ● | |
| A Game of CONCENTRATION | | ● | |
| HANGMAN | ● | | |

PAC-MAN is Licensed by Namco-America, Inc.

☆DEFENDER is a Trademark of Williams Electronics Inc.

★SPACE INVADERS is a Trademark of Taito America Corp.

†OTHELLO® is a Trademark of CBS, Inc. for its strategy disc game and equipment.

‡SUPERMAN is a Trademark of DC Comics Inc., 1979.

