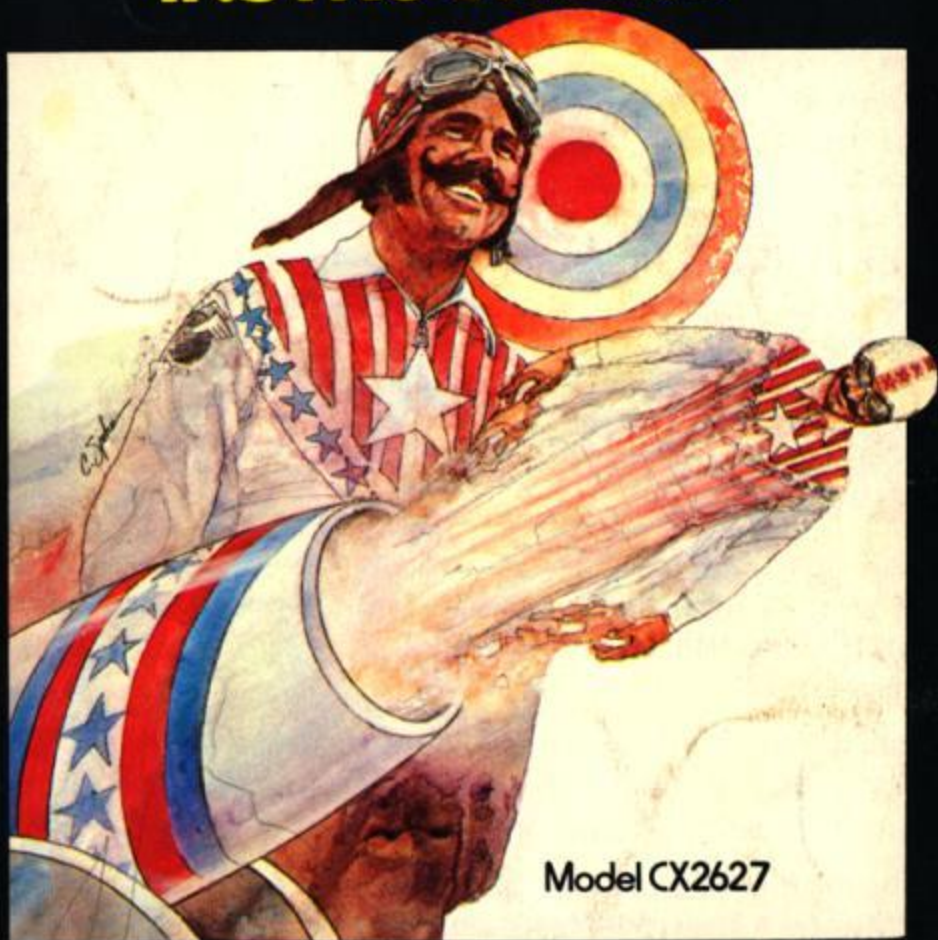


HUMAN CANNONBALL™

GAME PROGRAM™ INSTRUCTIONS



Model CX2627



ATARI®



A Warner Communications Company

ATARI, INC., Consumer Division
1195 Borregas Ave., Sunnyvale, CA 94086

Use your Joystick Controllers with this Game Program™. Be sure the controllers are firmly connected to your Video Computer System™. Hold the controller with the red button to your upper left toward the television screen. For one-player games use the left controller. See Section 3 of your owners manual for further details.



Note: The console unit should be **off** when inserting or removing a Game Program. This will protect the electronic components and prolong the life of your Atari® Video Computer System.

HOW TO PLAY

Careful now, the Human Cannonball is counting on you to make your calculations accurately. Otherwise he'll end up flat as a pancake and you'll end up with 0 points or a miss to show for it!

The objective of this game is to shoot the man out of the cannon and into the water tower. To accomplish this, you must consider the following variables:

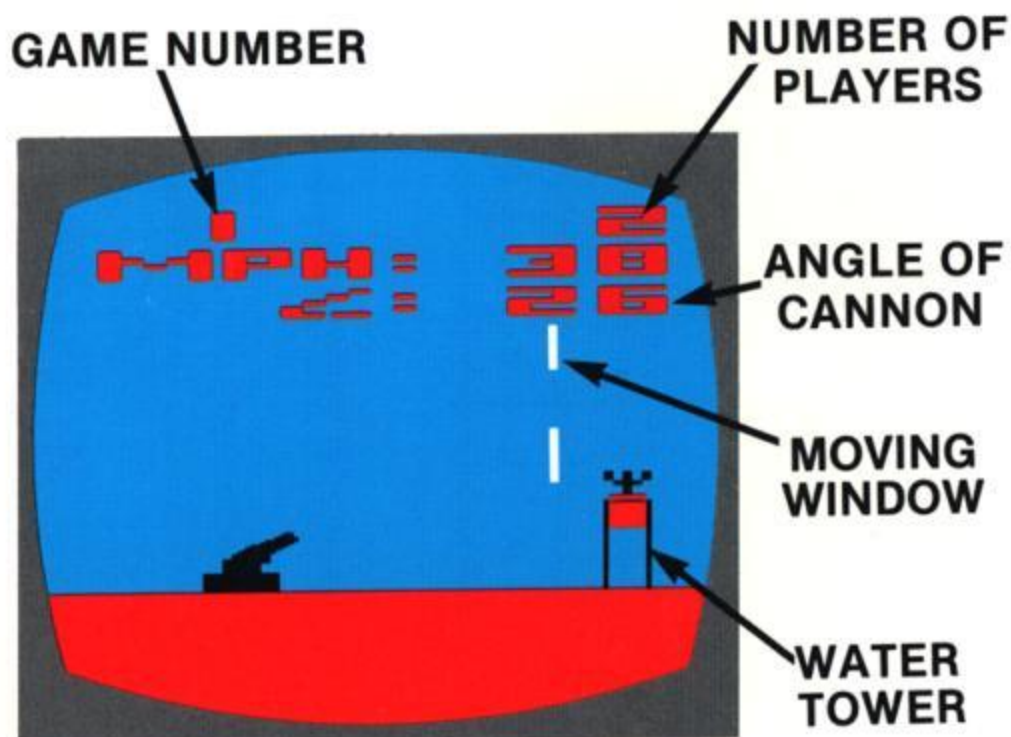
- The angle of the cannon (establishes the line or arc of trajectory the man follows after being shot from the cannon).
- The speed (MPH) at which the man travels after being shot from the cannon.
- The distance between the cannon and the water tower.

These variables are set by you and/or the computer, depending on the game you're playing. In some games, the cannon position remains fixed throughout the game. There are 8 game variations in all. Each game variation contains a one- and a two-player version. (See Game Matrix on back cover.)

Console Controls

To select a game depress the **game select** switch. The game number appears in the upper left corner of the screen. A **1** is displayed in the upper right corner of the screen for a one-player game. A **2** is displayed (upper right corner) for a two-player game.

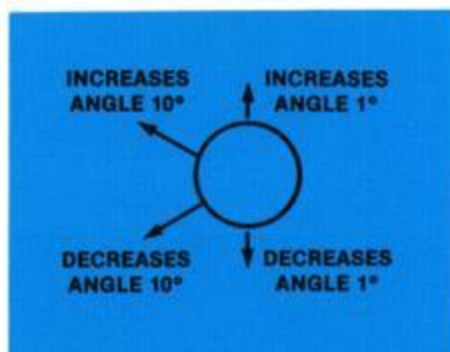
To begin a game depress the **game reset** switch.




USING THE CONTROLLERS

Use your Joystick Controller to adjust and set the game variables. Press the red button on your Controller to shoot the man out of the cannon.

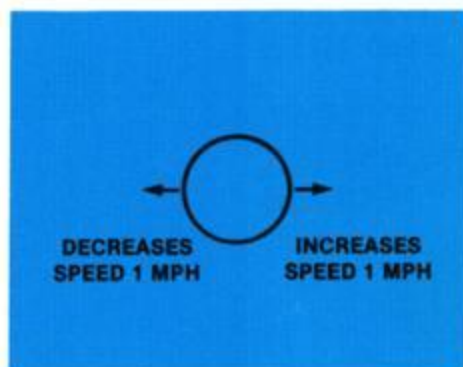
In games where the cannon angle can be adjusted, the Joystick works as follows:



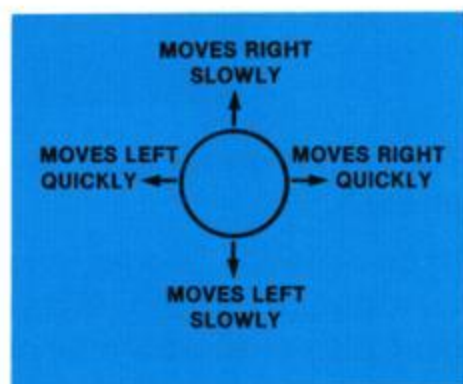
The minimum cannon angle for all games is **20** degrees. The maximum angle is **80** degrees. The cannon angle is shown near the top, middle of the screen. (Example:  = 26.) The cannon itself only approximately shows the angle.

In games where the speed (MPH) can be adjusted, the Joystick works as follows:

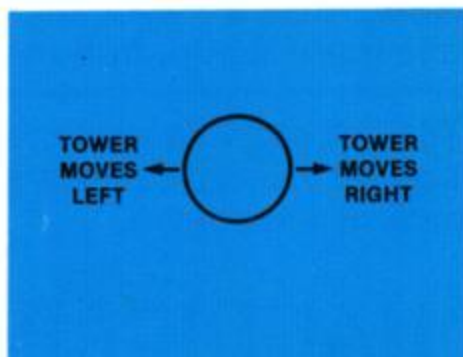
The maximum speed for all games is **45** MPH. It is possible, (but not practical for scoring) to adjust the speed down to **0** MPH. The speed is displayed near the top of the screen, just above the cannon angle. (Example: MPH = 38)



In games where the cannon's position can be adjusted, the Joystick works as follows:



In Games 1, 2, 3, and 4 the water tower can be moved back and forth **after** the man is shot from the cannon. In these games, the Joystick works as follows:

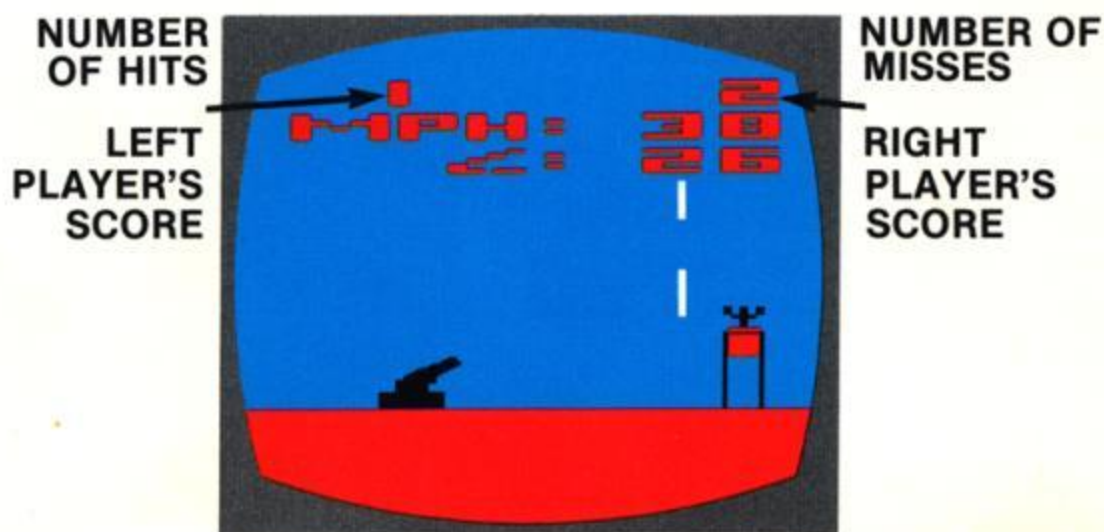


Games 5, 6, 7, and 8 have a moving "window" which is positioned in front of the water tower on the screen. Time your shot so that the man travels through the window en route to the water tower.

The water tower cannot be moved in Games 5, 6, 7, and 8.

SCORING

In one-player games, you score one point for each successful shot. The computer records one point against you for each miss. Your score is shown at the top, left side of the screen. The number of misses is displayed at the top, right side of the screen.



The game ends after seven successful "shots" or seven misses.

In two-player games, each player scores one point for a successful "shot". Misses have no effect on scoring. The first player to score seven points is the winner.

Note: After a player scores 7 points, the second player gets one more turn before the game ends.

The left player's score is shown at the top, left side of the screen; the right player's score is shown at the top right side of the screen.

HANDICAP (Difficulty Switch)

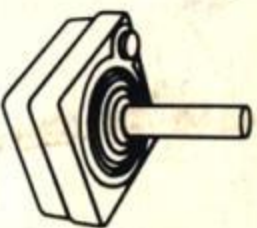
It is easier for the beginning player to start with the difficulty switch in the **b** position. In the **b** position, the water tower is twice as wide as it is when the switch is in the **a** position.

Use the **left difficulty** switch for one-player games.


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Note: Each game variation contains a one-player and a
two-player version.



	1	2	3	4	5	6	7	8
Game Number	1	2	3	4	5	6	7	8
Cannon Position	Orange	Orange	Blue	Green	Orange	Orange	Blue	Green
Speed (MPH)	Blue	Blue	Green	Blue	Blue	Blue	Green	Blue
Cannon Angle	Green	Green	Green	Blue	Green	Green	Green	Blue
Movable Tower	Yellow	Yellow	Yellow	Yellow	White	White	White	White
Moving Window	White	White	White	White	Yellow	Yellow	Yellow	Yellow

 Chosen at Random
by Computer

 Fixed

 Chosen by
Player