GAME PROGRAM™ CARTRIDGE
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### ATARI® GAME PROGRAM™ INSTRUCTIONS

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**NOTE:** Always turn the console POWER switch OFF when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

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1. INTRODUCTION (GAME PLAY OBJECTIVE)

Welcome to the exciting and competitive world of SURROUND™. Your basic objective is to surround your opponent, causing him to run out of space in which to move, and at the same time not running into anything yourself. You can set up a blockade, force him into a corner, or wander off by yourself and hope that he runs into something on his own.

Along with the basic SURROUND game, we've added four game features to make things more interesting. Be sure to read Section 4 to learn more about these features.

2. CONSOLE CONTROLS

GAME SELECT SWITCH

Press down the GAME SELECT switch to choose the game you wish to play. There are 14 games in all. The game number changes at the top, left side of the screen as you press down the GAME SELECT switch. Reading Section 4 and Section 6 will help you decide which game or games to play.

GAME RESET SWITCH

Once you have decided which game to play, press down the GAME RESET switch to start the game. The GAME RESET switch may be used to start a new game, or to reset a game at any time.

DIFFICULTY SWITCHES

Beginning players should start with the DIFFICULTY switch in the B position. This position prevents the player from backing onto their previous track block. In two-player games, the right player uses the RIGHT DIFFICULTY switch, the left player uses the LEFT DIFFICULTY switch. (Right and left player meaning the player using the right and left controller, respectively.)

During one-player games against the computer, slide the LEFT DIFFICULTY switch to B if you want the computer to play like an amateur; slide it to A if you want the computer to play like a pro.

3. USING THE CONTROLLERS

Use your Joystick Controllers with this ATARI® Game Program cartridge. Be sure to plug the controller cables firmly into the jacks at the back of your Video Computer System™ game. Hold the controller with the red button to your upper left toward the television screen. Use the RIGHT CONTROLLER jack for one-player games. See Section 3 of your owners manual for further details.

NOTE: In two-player games, the right player uses the Joystick plugged into the RIGHT CONTROLLER jack, the left player uses the Joystick plugged into the LEFT CONTROLLER jack.

4. GAME VARIATIONS/FEATURES

Games 1-12 in this Game Program cartridge are all SURROUND games. Check the GAME SELECT MATRIX, Section 6 to see which games are for one player, and which games are for two players.
The SURROUND games offer four different features. The GAME SELECT MATRIX will show you which features are offered in each game.

SPEED UP
As the leader block moves on the screen, it will speed up automatically at different intervals. There are five speeds in all, and you have no control over them. They will happen automatically during each turn, so be prepared.

DIAGONAL MOVEMENT
In games with Diagonal Movement, you can move the leader block diagonally on the playfield. (In all other games, you can only move the blocks vertically or horizontally.) Move your Joystick in a diagonal direction to move your leader block in the same diagonal direction on the screen. For example, if the leader block of your track is in the center of the playfield and you want to move it diagonally to the upper right corner, move the Joystick to the right and slightly away from you. (See Figure 1.)

Figure 2 shows you an example of what Diagonal Movement looks like on the screen.

ERASE
When you don't want to leave a track, press the red controller button and no blocks will appear on the screen. Release the button and a track of blocks will appear as you continue to steer with your Joystick Controller. Use Erase for super strategy moves.

WRAPAROUND
In games featuring Wraparound, when you move your leader block off the playfield, it will reappear at the opposite side (See FIGURE 3). For example, move it off the top of the screen and it will reappear at the bottom of the screen.

VIDEO GRAFFITI™
Games 13 and 14 are appropriately called VIDEO GRAFFITI. You can write a word, draw a picture, or get as abstract as you like. One or two players can use their Joysticks to control the movement and the direction of the track or tracks.

Move your Joystick in any direction to move the track block in the same direction on the screen. VIDEO GRAFFITI uses Diagonal Movement, Erase, and Wraparound. (See the GAME SELECT MATRIX.)

You score one point when your opponent steers his leader block into another part of his track or your track. In games which do not feature Wraparound, you also score a point when your opponent steers into one of the playfield boundaries.

NOTE: The most effective strategy is to surround your opponent's tracks with your own tracks.

THE FIRST PLAYER TO SCORE 10 POINTS WINS THE GAME. The leader block of your track is color coordinated with the score at the top of the playfield.

In one-player games, your score is displayed at the upper right corner of the screen. In two-player games, the right player's score is on the right, the left player's score is on the left.

6. GAME SELECT MATRIX