

ATARI POLE POSITION II

Announcing Pole Position II: The Enhancement Kit



Hang on to a winner! Our enhancement kit has been designed specifically for adaptation to both cockpit and upright Pole Position* games. . . to extend the high-earnings capability of a proven performer for months on end.

SUZUKA. SEASIDE. TEST. Three all-new tracks plus the original FUJI bring new driving challenges to even the most experienced player. And that means accelerating profit opportunities for you!

Whatever course the player selects, he still faces that incredibly realistic test of driving skill and flat-out endurance. Positioning for the racing laps is again dependent upon the driver's time in the qualifying round. Qualifying times vary according to track selected and difficulty setting.

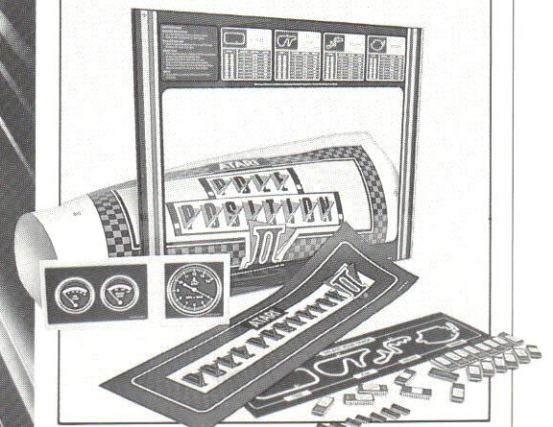
And now the player will reel even more from the rush of advanced graphic definition, special effects and super-charged thrills. Richer detailing of cars. New background scenery that really puts him there in the race. Explosions that leap right off the track. The actual thud of tires hitting the pavement after breaking loose in a collision! Just to name a few.

So shift into POLE POSITION II. It's a high performance package that will bring old and new fans racing into any location. Prepare to qualify by seeing your Atari Distributor. He'll lead you on the inside track for continued profit-making dependability!

The enhancement kit includes electronics and instruction manual, plus all the visual materials you need.

Cockpit model: 4 side panel decals, glass monitor shield, rear panel decal, and 2 control panel patch decals.

Upright model: 2 side panel decals, glass monitor shield, glass attraction panel, and upper control panel decal.



**Because Atari never had
a one-track mind.**

Atari "Sends in the Clones" in the Adventures of Major Havoc™



Got a feat to perform? Need a day to be saved? Never fear—Major Havoc is here! And he sets a new standard for the exploits of space voyagers everywhere. He's not just "cloning" around! His escapades are captured in one of the Atari coin video games that debuted at the 1983 AMOA trade show in New Orleans.

Major Havoc leads a brave band of clones created all from one, one from all, fighting for humanity. The game play takes all the best—and the most outrageous—from other space games to provide a combination that's sure to delight players of all skill levels. Dreaded Vaxxian Space Stations, controlled and defended by robots, patrol the galaxy and hold Havoc's human

predecessors captive. His destiny is to free his people by destroying the reactor within the enemy Space Station.

To emphasize this new genre of space age entertainment, Atari introduces its "high tech" cabinet. The sleek, compact design of this upright delivers high visibility and increased player attraction as it accentuates the advanced generation of game play development. A new backlit roller control has been incorporated which allows responsive left-to-right movement.

But MAJOR HAVOC is more than space play! It combines space adventure action with maze adventure action to give incredible depth and high-skill challenges. The progressive nature of the game is devel-

oped through a series of four scenes that must be completed in each level.

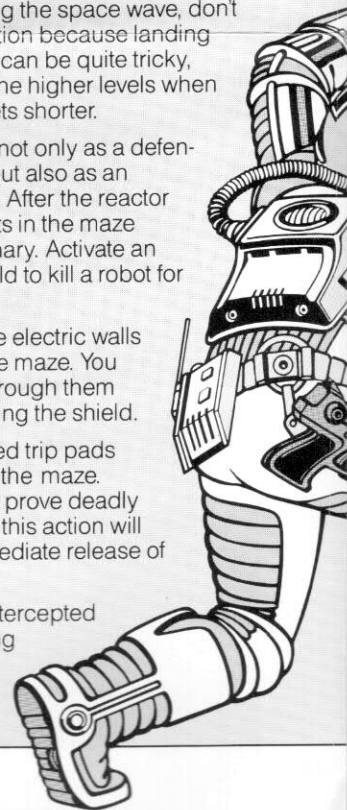
The first wave presents the tactical scanner, the player's flight panel that displays impending obstacles, tips and intercepted messages. MAJOR HAVOC features the first "game within a game"—a special attraction for all those hyperactive outer-spacemen! In the lower right corner of the tactical scanner, a small game of Breakout® can be played for a few seconds before the actual game play starts. Breakout occurs at the beginning of each level and the action picks up where it left off, so that if the player is adept enough to eventually clear the screen, he will be awarded a bonus life.

The second scene situates the player in his Catastrofighter in the role of Major Havoc, firing at opponent robots on the screen as he approaches the Vaxxian Space Station. Once he maneuvers through the so-called "wormhole" in space, he must then land his spacecraft on the enemy platform as the third wave of game play begins. The challenge increases in the higher levels as the platform gets shorter and the landing gets trickier!

The fourth wave changes the player's perspective from controlling a space ship to guiding Major Havoc through an animated, populated maze which represents the interior of the Space Station. Arrows show a legitimate way to travel through the maze toward the reactor which Major Havoc must touch to set into "critical mode" and then promptly make his escape. He encounters many obstacles enroute, includ-

Game Playing

1. While in each tactical scanner wave, depress the Fire button to play Breakout®. If you eventually clear the screen, a bonus life is awarded.
2. After completing the space wave, don't lose concentration because landing the space ship can be quite tricky, particularly in the higher levels when the platform gets shorter.
3. Use the shield not only as a defensive measure but also as an offensive tactic. After the reactor is set off, objects in the maze become stationary. Activate an "offensive" shield to kill a robot for points.
4. Totally avoid the electric walls found within the maze. You cannot pass through them even by activating the shield.
5. Watch out for red trip pads on the floor of the maze. While it will not prove deadly to step on one, this action will cause the immediate release of fireballs.
6. Watch for an intercepted message during the tactical scanner of level 5 to learn



ing robots, deadly electric walls and red trip pads that release fireballs. And he is given the safety of one shield per life. But a state of crisis gives way to a bit of hilarity from time to time. For instance, if the player "parks" Havoc against a wall for a moment or two, he'll begin to tap his foot impatiently awaiting the next move!

During the maze sequence, the player receives a limited amount of oxygen which acts as a game play timer. Along the paths, he can pick up oxygen pods to replenish his supply. Once the reactor is set off, a countdown is also activated to limit escape time. If the oxygen supply runs out, poor Major Havoc succumbs to suffocation. If he fails to escape the reactor blast, he sizzles to a skeleton!

A Secret Warp rewards the player for short game times as it advances him to levels deep into game play. By using the roller control, he dials in secret code numbers during the tactical scanner wave. Novice players are told in level 5 exactly how to use the Secret Warp feature through an intercepted message. In addition, a player is allowed to start a new game at the level where he last saw the tactical scanner in the previous game through the "Add-a-Coin" feature.

Major Havoc wants to share the adventures of his clone army and divulge the following tips for successful space travel which have been excerpted from his ship's log. He bids everyone to go ahead and wreak a little "major havoc" with the competition!

Strategies

about the first Secret Warp. You will need to memorize the secret code numbers that are dialed in with the roller control. NOTE: To get into the top scorers' table, you must use the warps. Points gained by doing so move you way beyond the range of what can be earned.

7. Oxygen pods are worth more points after you set off the reactor.
8. Using a shield consumes oxygen.
9. Although arrows show you a legitimate way to travel through the maze, it may not necessarily be the easiest or best.
10. In the space waves, avoid all red lines.
11. Note that the radar map, which provides a "birds-eye view" of the entire maze, does not indicate where the electric walls occur.
12. By finding the magic key, you can unlock an exit gate at the bottom of the maze instead of having to make your way back to the top after setting off the reactor.

Atari Assists in Police "Sting"



Atari Senior Sales Administrator Sue Goacher receives commendation from San Jose Mayor Tom McEnery for Atari's participation in undercover police operation.

The scenario reads just like one of television's hottest cop capers. On March 30, 1983, the San Jose (California) Police Department, in conjunction with the Santa Clara Police Department and the Bureau of Alcohol, Tobacco and Firearms, concluded the most successful sting operation in the department's history.

The special investigation had been nearly a year in the making. Atari's involvement began in July of 1982 when an undercover officer with the Burglary Prevention Unit requested an equipment loan of three coin video games. His sole contact, Sue Goacher, Senior Sales Administrator, selected an upright Asteroids®, a cocktail Tempest®, and a cocktail Space Duel™. Although the details of the operation were not disclosed to her, she was assured that the machines would be returned to the company upon conclusion of the investiga-

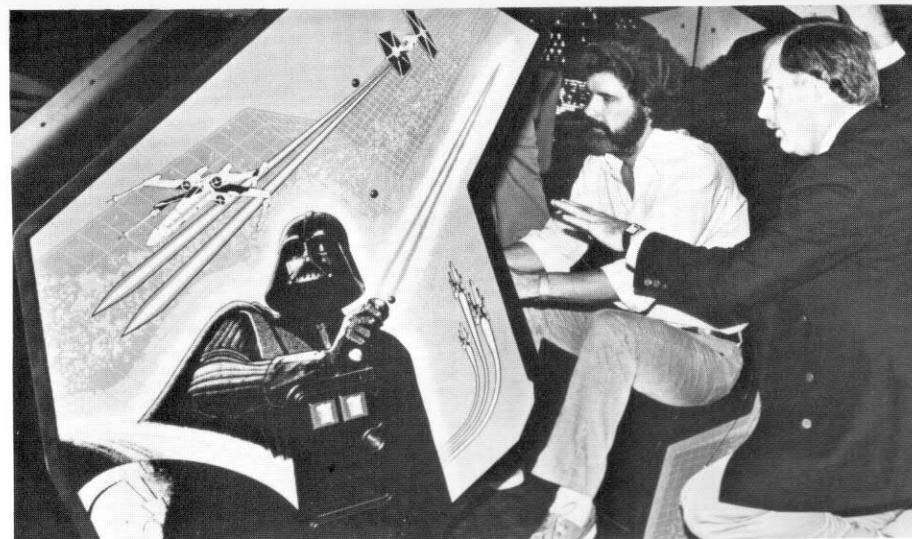
tion. To ensure complete secrecy as to the whereabouts of their destination, the games were personally picked up by the officer in his own station wagon.

What actually transpired has since been revealed. To enable the police department to conduct a successful sting operation, it was necessary to establish and operate a legitimate business environment with a secondary business in a back office of buying stolen property from the criminal element within the San Francisco Bay Area. A vacant building was converted into a delicatessen/bar, complete with a hidden area used for surveillance. The officers involved in purchasing the stolen goods conducted 235 property as well as 35 narcotic transactions estimated to be worth \$1.5 million in total.

The three coin video games were returned in perfect condition, and the proceeds had been actually funneled back into the fixed budget for the investigation. On August 23, Sue Goacher was presented a special commendation by Thomas McEnery, Mayor of the City of San Jose, during a ceremonial segment of the scheduled City Council session. The last statement of the certificate reads: "I, Thomas McEnery, Mayor of the City of San Jose, do hereby commend Atari for invaluable assistance to the Police Department during the "Russ and Rosie" sting operation, and extend my deep gratitude on behalf of the citizens of San Jose."

Commenting upon the honor bestowed her, Ms. Goacher says: "Our involvement was very exciting at the beginning because of the hush-hush nature of the operation. But in the end, it is nice to be recognized for having made a contribution toward an effort that did so much good."

STAR WARS® Creator Gets Into It



"Yes, Mr. Lucas, now you can be LUKE SKYWALKER®, too!" Don Osborne, Vice President of Marketing, explains the finer points of game play strategy to George Lucas, who inspired the STAR WARS® phenomenon and movie trilogy. A cockpit game was presented to him on August 10, 1983 with the engraved inscription: "A special thanks for creating THE FORCE® behind so much fun."

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Lunar Lander® Descends Upon New York Museum



The Discovery Center of Science & Technology is a new breed of museum. At the Center in Syracuse, the house rule is strongly encouraged: "Please Do Touch!" Visitors are invited to turn cranks, push buttons, mix chemicals, fool their senses, listen to their heart, generate electricity, test their lung capacity and—now—play a game or two of Lunar Lander!

The Discovery Center, Upstate New York's first "hands-on" participatory science museum, opened to the public on November 15, 1981, and has since experienced a steadily increasing attendance. Originally conceived by a coalition of three local community groups—the Junior League of

Syracuse, the National Council of Jewish Women, and the Technology Club of Syracuse—it is a private not-for-profit organization which depends heavily on corporate and individual contributions for support.

In addition to over 40 permanent participatory units, visiting exhibits from science centers around the country are frequently incorporated into the attractions. Other activities conducted by the Center include two major lecture series, a variety of field trips and excursions, classes for children, and an internship program. In June of 1982, it opened Central New York's first public planetarium.

To be used as part of its exhibit program, the Center became interested in obtaining a Lunar Lander coin video game. In April of this year, Atari donated the piece, which was delivered through the courtesy of Amusement Enterprises, Inc., operating out of North Syracuse, New York.

Stephen A. Karon, Executive Director for the Center, explains the appeal: "It is the most appropriate of all arcade-type games for a science museum. We are particularly interested in having such a unit on display for its value as an example of computer simulations of the physical world. Lunar Lander is a close approximation of many of the physical parameters which astronauts actually encountered during the Apollo moon missions and is a perfect tie-in with our existing exhibits on space travel." Furthermore, he hopes to help promote a positive image of video games: "With the increasing number of communities around the country regulating and restricting access to video games, such a unit here at Discovery Center will also demonstrate that a video game can be used in a purely educational manner."

The existing facility is just the beginning, an interim site to expose the community to what they can expect in a major science center. A long-range planning committee projects a move within the next six years to an upscaled new facility as the Discovery Center outgrows its present quarters. Hopefully, our coin video technologies will continue to fulfill some of its "hands-on" participatory needs. With all of the renewed interest in space flight today, ATARI STAR WARS may eventually hit the museum trail.

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