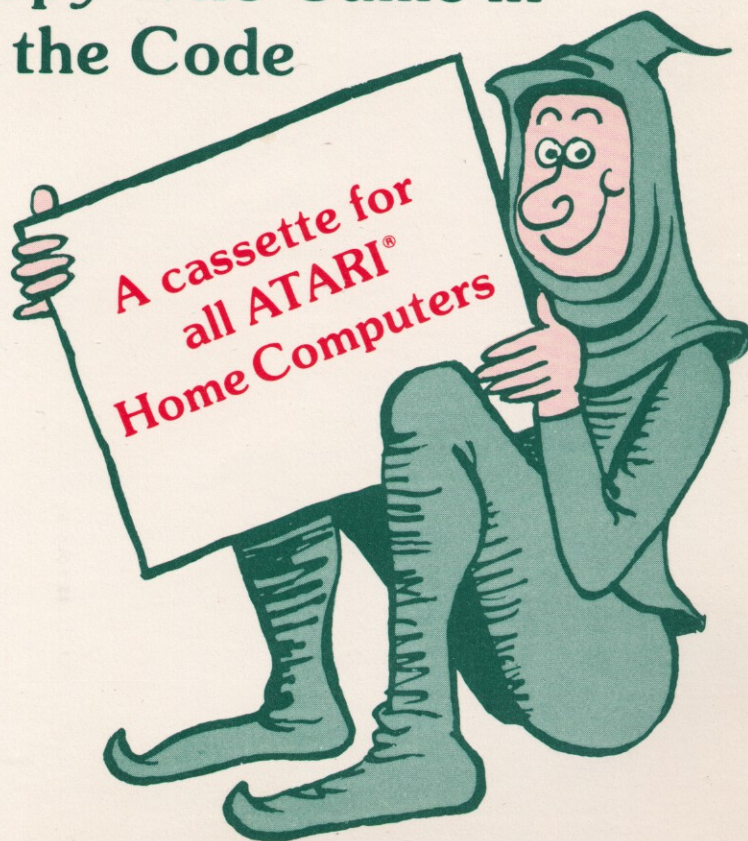


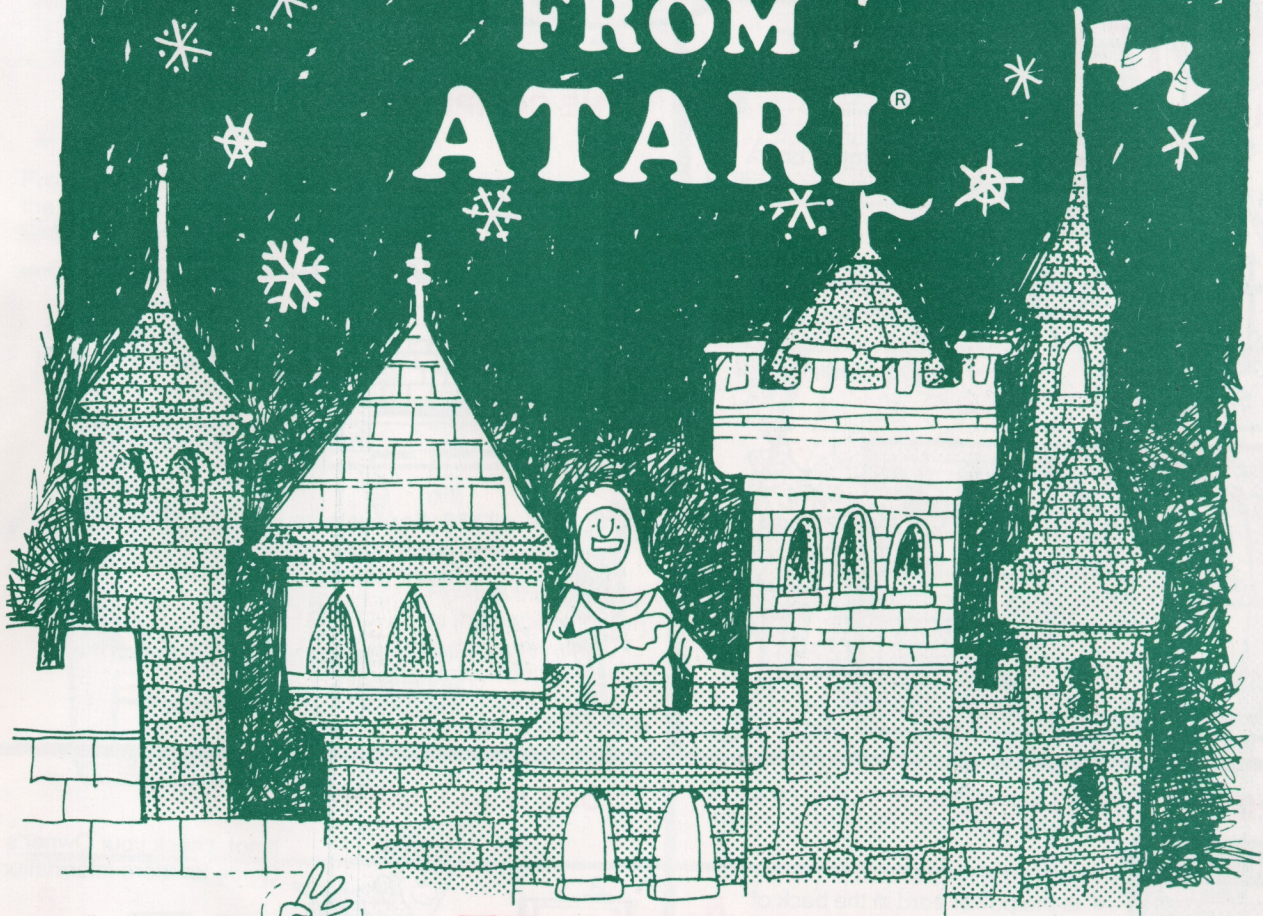


An ATARI® Holiday Gift ... Three Holiday Games

- Quick as a Wick!
- The Twelve Daze of Christmas
- The Spy Who Came in from the Code



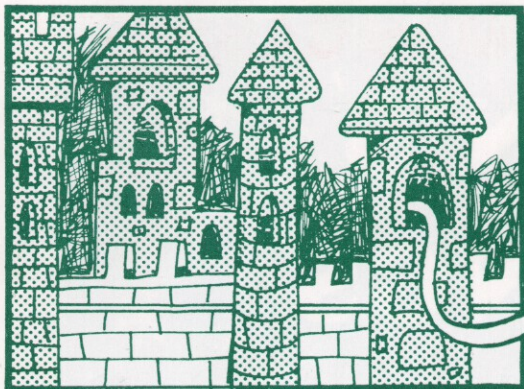
SEASON'S GREETINGS FROM ATARI®



FEATURING THREE HOLIDAY ACTIVITIES



- Quick As A Wick!
- The Twelve Daze of Christmas
- The Spy Who Came In From The Code



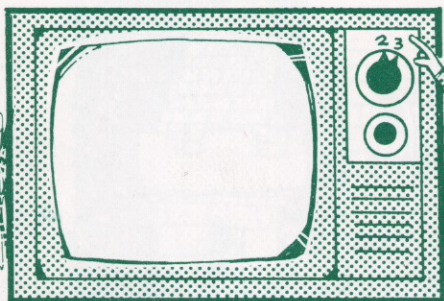
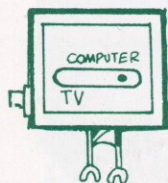
**Now that I have my
Computer and my
cassette in my castle,
what can I do with
them?**



SET IT UP FIRST

THE TV

- Is it turned to channel 2 or 3 - whichever is the weaker signal in your area?
- Is the Computer connected to the TV switch box?
- Is the switch box in back turned to "Computer"?



THE COMPUTER



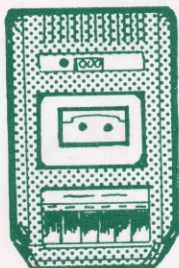
- Is one end of the power adapter connected to the right side of the Computer? Is the other end plugged into a wall outlet?



NOTE: For systems with an ATARI 850™ Interface Module attached, be sure your interface module is turned off.

- Does the 2-channel-3 switch match the TV channel setting?
- Is the BASIC cartridge in place?

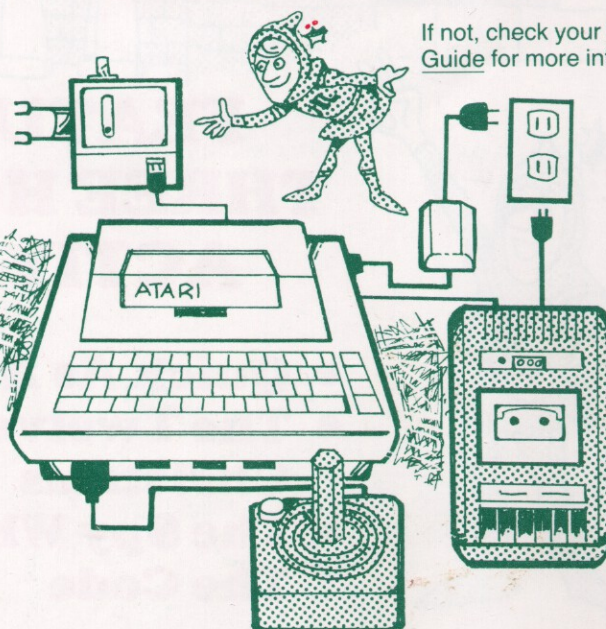
THE PROGRAM RECORDER



- Is the power cord in the back of the Program Recorder plugged into a wall outlet?
- Is the data cord plugged into the right side of the Computer?

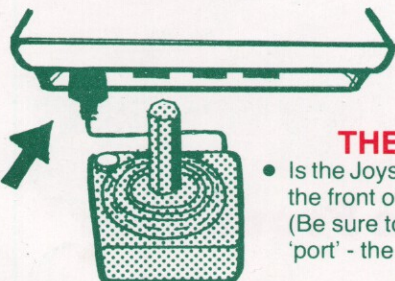
DOES IT ALL LOOK LIKE THIS?

If not, check your Owner's Guide for more information



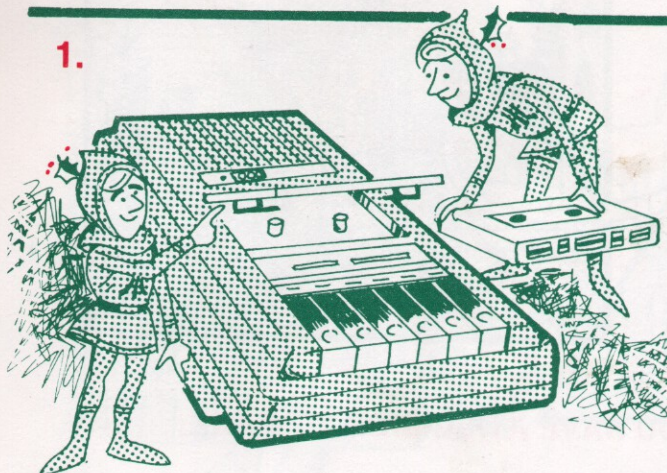
THE JOYSTICK

- Is the Joystick plugged into the front of the Computer? (Be sure to plug it into the first 'port' - the one at the far left)



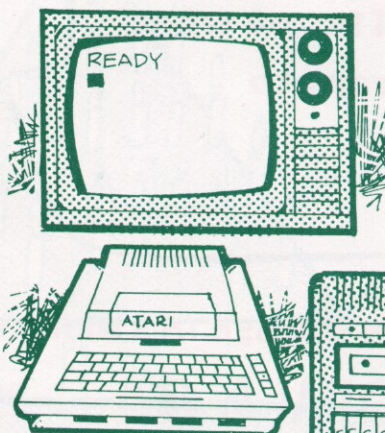
LOADING YOUR CHRISTMAS CASSETTE

1.



Press the STOP/EJ button to open the cassette 'door'. Insert the cassette carefully between the plastic runners in the lid. Slide it in right-side-up, facing you. Does it say SIDE 1?

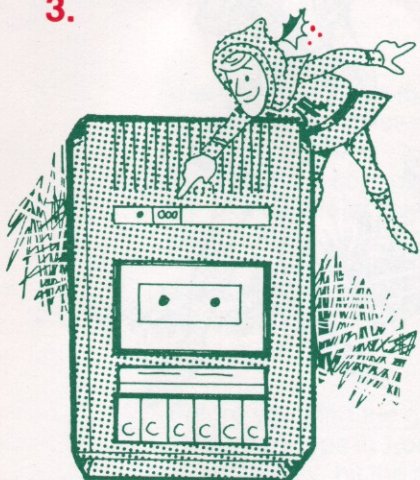
2.



Turn on the TV. Turn on the Computer. The TV will show the word READY and the square cursor.



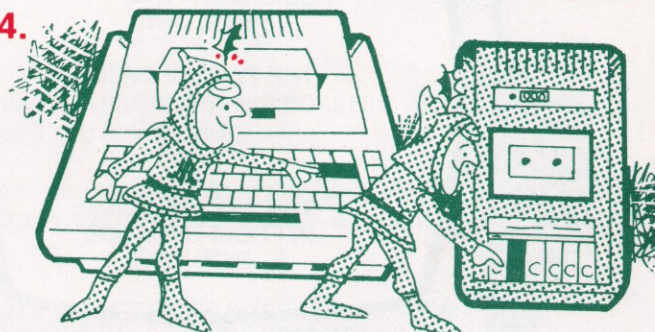
3.



NOTE: For systems with an ATARI 850™ Interface Module attached, be sure your interface module is turned off.

Rewind the cassette to the beginning. Set the counter at 000. Note: You also rewind and set the counter at 000 for the beginning of SIDE 2.

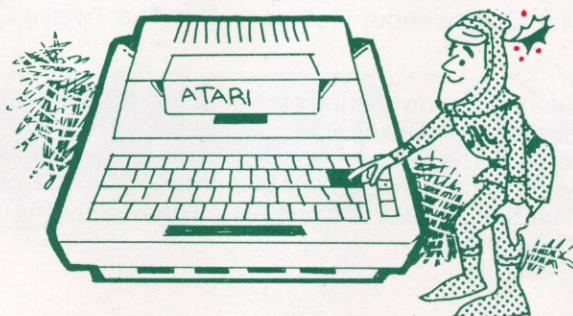
4.



Type CLOAD on the Computer and then press the RETURN key. You'll hear a fierce squawk. (That's a healthy sound!) Then press the PLAY button on the Program Recorder. Press RETURN on the Computer again. Is the tape moving? Yes? Good!

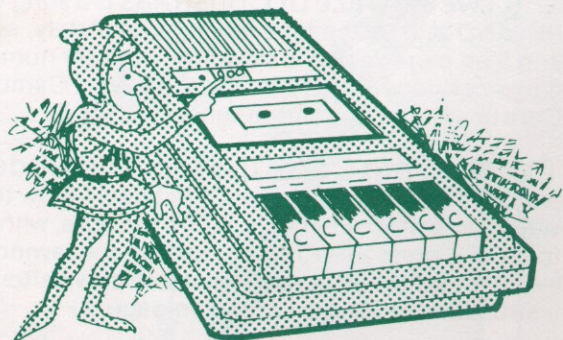
5.

When the tape stops moving, the first part of the program is loaded. (This may take a few minutes.) The TV says READY again. Now type RUN and press RETURN.

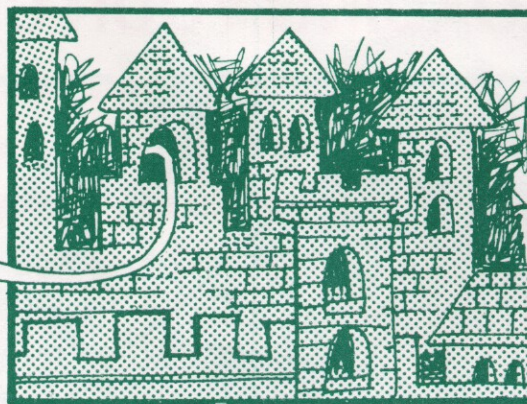


6.

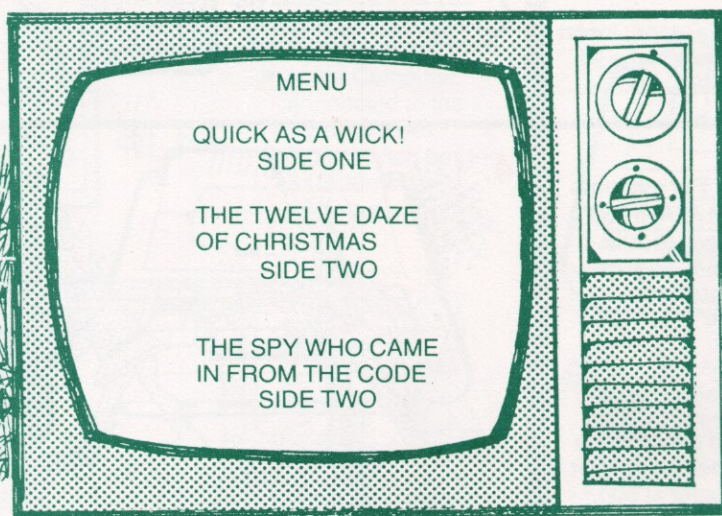
If anything went wrong, rewind the tape and try again. Maybe you skipped a step?



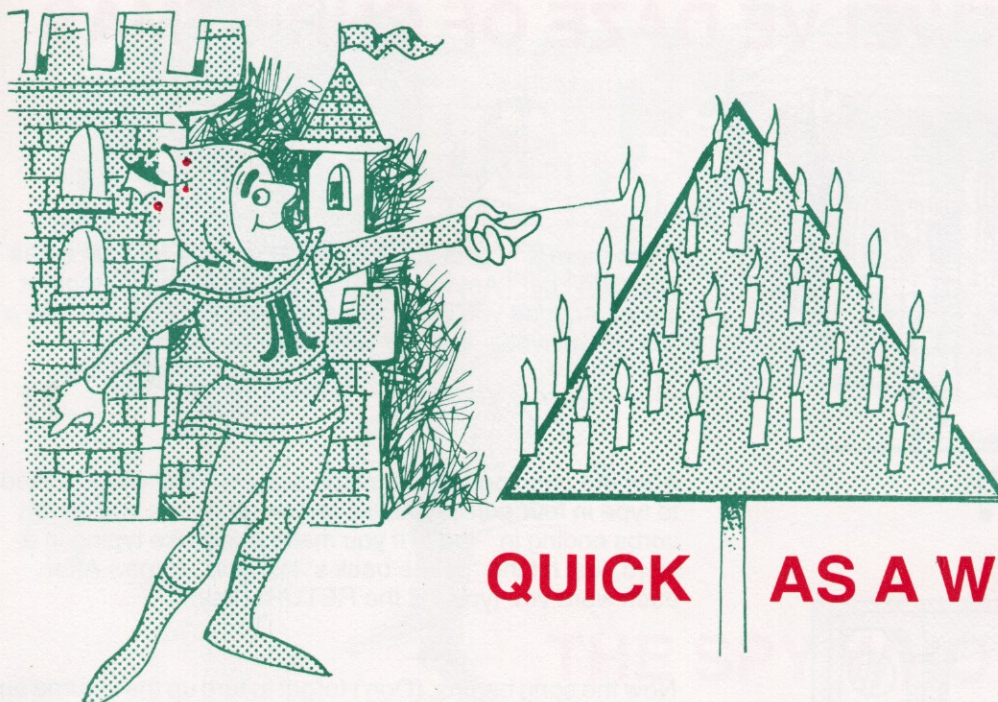
**How do I know what
game I want to
play?**



WHEN YOU SEE THIS MENU, YOU HAVE A DECISION TO MAKE:



- First, write down the counter number after the menu has loaded. You'll use this number in future game sessions to load in Quick As A Wick! without first loading in the menu. The counter number is: 51 51
- Quick As A Wick! is a game of speed and skill in lighting candles. To play this game, follow the loading directions in Boxes 4 and 5 on page 3. (To play Quick As A Wick! in the future, without first loading in the menu, turn the cassette to SIDE 1, press REWIND and let the tape rewind completely, set the counter to 000, and press ADVANCE until you reach the counter number you wrote down after loading in the menu. Then, follow the loading instructions in Boxes 4 and 5 on page 3.)
- The Twelve Daze of Christmas is a song written and sung by YOU! To play, turn the cassette to SIDE 2, press REWIND and let the tape rewind completely, set the counter to 000, and follow the loading directions in Boxes 4 and 5 on page 3. (Write down the counter number after the program has loaded. You'll use this number in future game sessions to load in The Spy Who Came In From The Code without first loading in The Twelve Daze of Christmas. The counter number is: 90 .)
- The Spy Who Came In From The Code is a secret game of code making and code breaking. To play after playing The Twelve Daze of Christmas, follow the loading directions in Boxes 4 and 5 on page 3. (To play The Spy Who Came In From The Code in the future, without first loading in The Twelve Daze of Christmas, turn the cassette to SIDE 2, press REWIND and let the tape rewind completely, set the counter to 000, and press ADVANCE until you reach the counter number you wrote down after loading in The Twelve Daze of Christmas. Then, follow the loading instructions in Boxes 4 and 5 on page 3.)



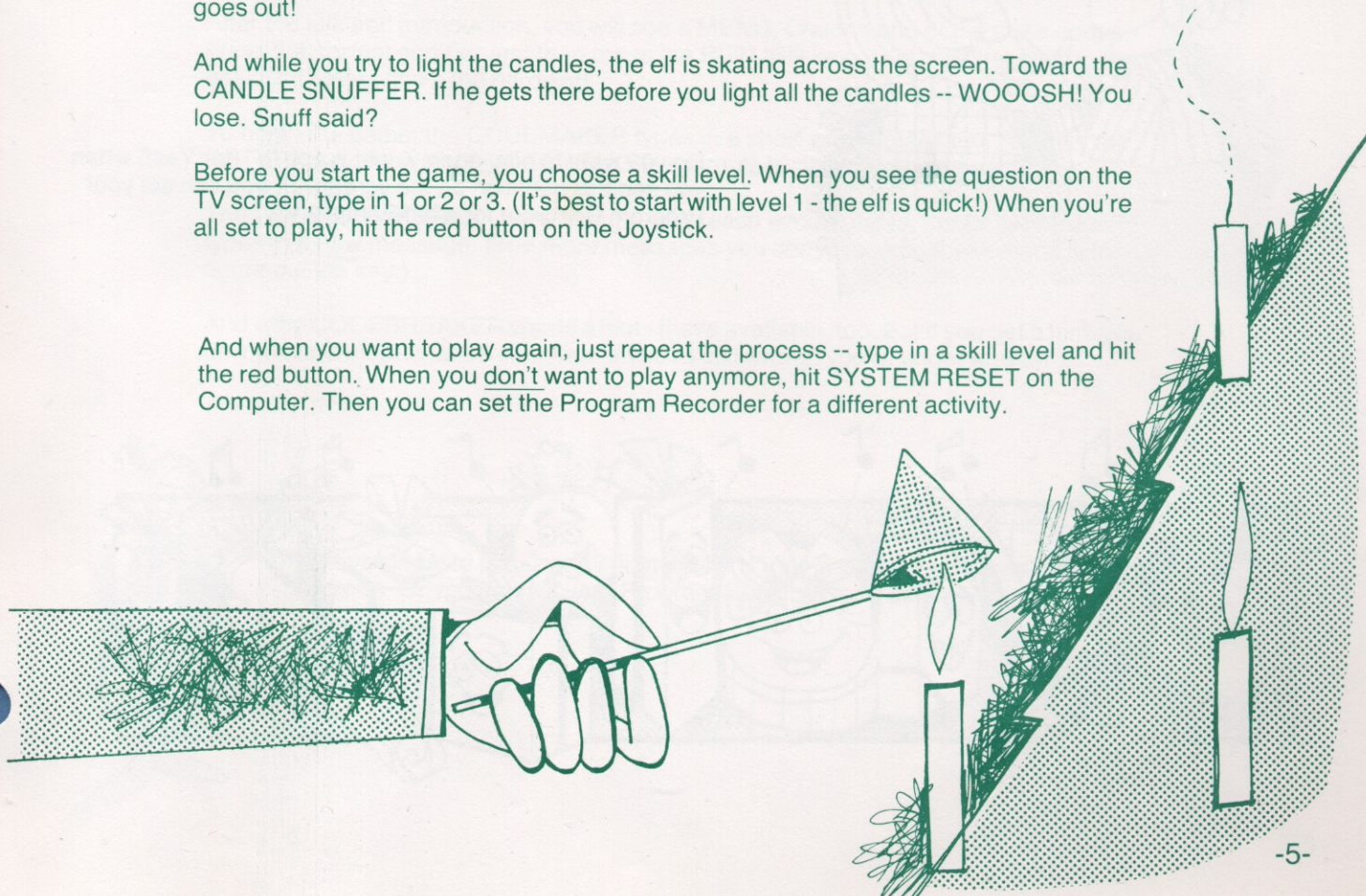
Use the Joystick to move the coal to light the candle to play the notes to beat the elf -- who skates to the switch to snuff out the candles if you're not too quick!

Your Joystick controls a hot coal on an automated coal-scuttle. Move the coal over the top of a candle to light it. BUT if you move the coal back over a lit candle -- wooosh! It goes out!

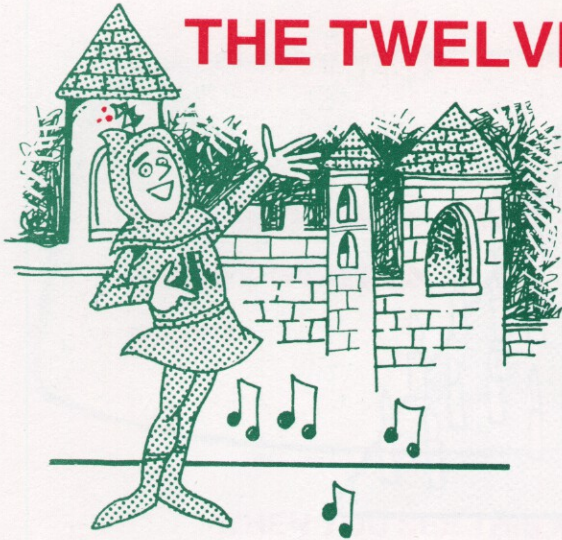
And while you try to light the candles, the elf is skating across the screen. Toward the CANDLE SNUFFER. If he gets there before you light all the candles -- WOOOSH! You lose. Snuff said?

Before you start the game, you choose a skill level. When you see the question on the TV screen, type in 1 or 2 or 3. (It's best to start with level 1 - the elf is quick!) When you're all set to play, hit the red button on the Joystick.

And when you want to play again, just repeat the process -- type in a skill level and hit the red button. When you don't want to play anymore, hit SYSTEM RESET on the Computer. Then you can set the Program Recorder for a different activity.



THE TWELVE DAZE OF CHRISTMAS



Were there any gifts you especially wanted for Christmas and didn't get? Anything you'd have preferred in another color? Anyone you'd like to insult? Flatter? Do you have a favorite activity -- Eating? Sleeping? Screaming?

After the opening fanfare on the screen, YOU will be asked to type in four adjectives, eleven plural nouns and seven verbs ending in "-ing". (If you make a mistake typing in a word, just hit the "delete/back s" key and retype.) After each word you type, hit the RETURN key.

Now the song begins. (Don't forget to turn up the volume on your TV, or you won't hear it!) Sound familiar? Does it look familiar? Can you sing it?

We supplied the FIRST Day. But the rest is your composition. Happy Daze!

Do you want to play again? Just press "Y" (for Yes!) when you see this question on the screen. Or you can set your Program Recorder for a different activity.





THE SPY WHO CAME IN FROM THE CODE

After the title and introduction, you will see a MENU. Choose one of the three codes, press the correct number and then press the RETURN key. (Hint: the first code is the easiest, the last one's the hardest!)

To begin the game, the CODEMAKER types in a short secret message. And hits the RETURN key. Now the CODEBREAKER attempts to decipher the message.

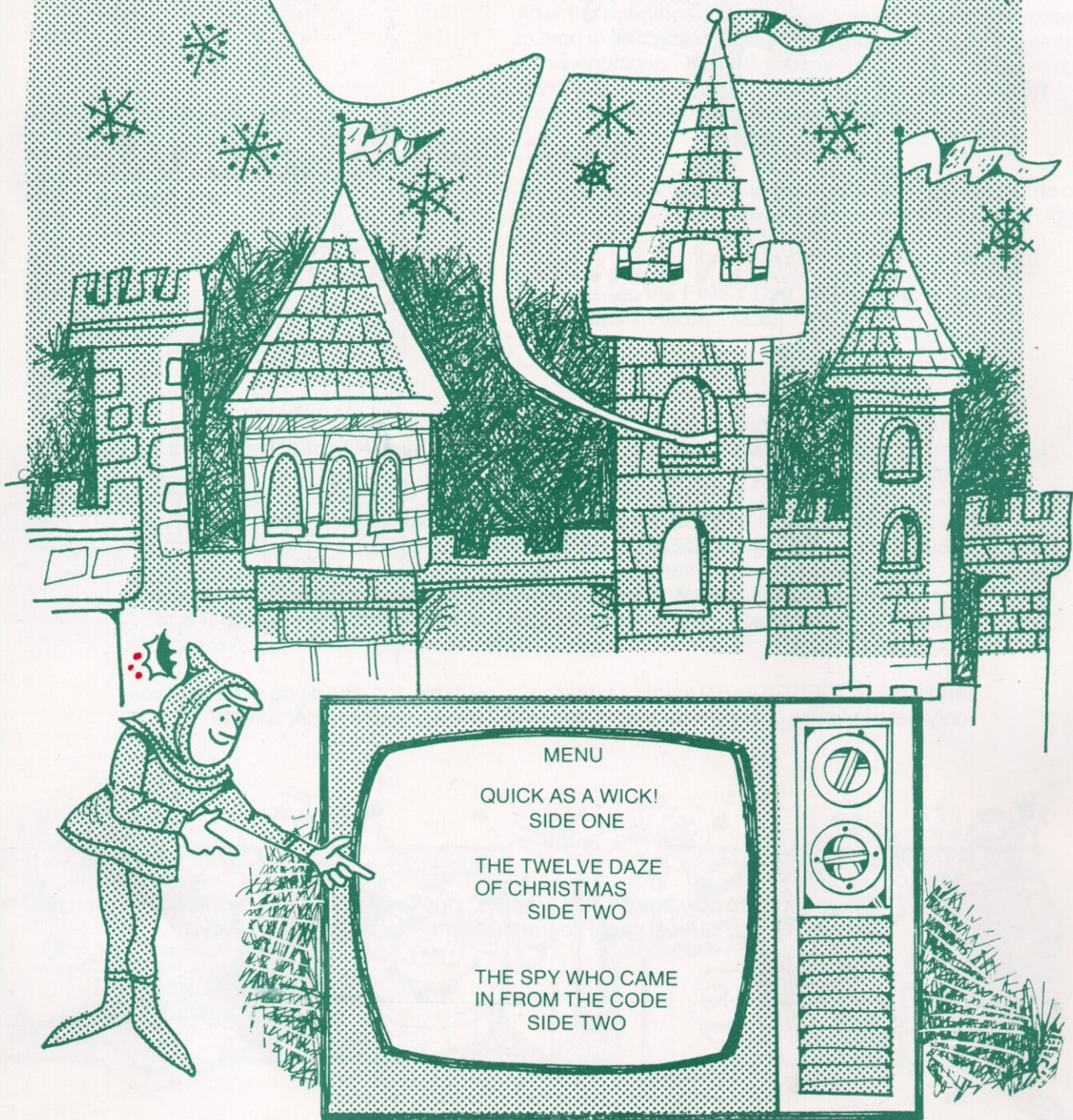
The CODEBREAKER can keep trying -- after each wrong guess, the CODEMAKER types in a new message. (The more messages you see in a code, the easier it is to figure out the key.)

And if the CODEBREAKER wants a hint - that's available, too. But if you get a hint, you only get one more chance after that. If you're still wrong, you're under arrest!!



Do you want to play again? Just press "Y" (for Yes!) when you see this question on the screen. Or you can set your Program Recorder for a different activity.

**...and THANKS
for the new ATARI
Computer, Grandma!**



Requires: ATARI™ 410 Program Recorder
ATARI BASIC Language Cartridge
One ATARI Joystick Controller

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We, Atari, Inc., guarantee to you, the original retail purchaser, that the medium on which the APX program is recorded and any hardware accessories sold by APX are free from defects for thirty days from the date of purchase. Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are also limited to thirty days from the date of purchase. Some states don't allow limitations on a warranty's period, so this limitation might not apply to you. If you discover such a defect within the thirty-day period, call APX for a Return Authorization Number, and then return the product along with proof of purchase date to APX. We will repair or replace the product at our option.

You void this warranty if the APX product: (1) has been misused or shows signs of excessive wear; (2) has been damaged by use with non-ATARI products; or (3) has been serviced or modified by anyone other than an Authorized ATARI Service Center. Incidental and consequential damages are not covered by this warranty or by any implied warranty. Some states don't allow exclusion of incidental or consequential damages, so this exclusion might not apply to you.

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your ATARI retailer for the APX Product Catalog.**