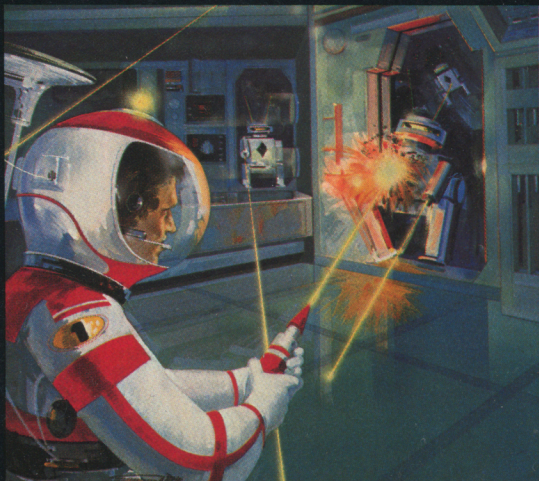


K-RAZY SHOOT-OUT™

BY K-BYTE™



No. 22100

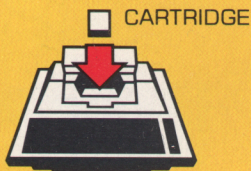
CBS Software

LOADING YOUR GAME CARTRIDGE

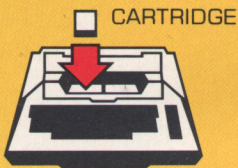
To load the game program from the cartridge into the computer:

1. Connect your *Atari® 400™ or Atari® 800™ Personal Computer System to your TV set as outlined in the Operator's Manual.
2. Plug your Joystick Controller firmly into the left controller jack at the front of your computer.
3. Open the cartridge door of your computer and insert the game cartridge into the cartridge slot. On the Atari 800, use the LEFT CARTRIDGE slot.
4. Turn your TV set on and adjust the volume.
5. Turn on your computer.

Note: Your game cartridge may be inserted before or after you have switched computer power on. Opening the cartridge door will automatically shut the power off.



ATARI 400™



ATARI 800™

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PROGRAM CREATED AND WRITTEN BY:

Torre Meeder

Dr. Keith Dreyer

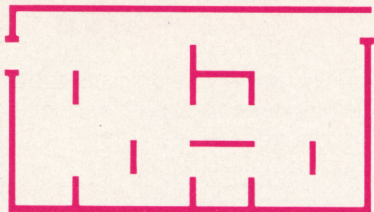
(with special thanks to Marcus Watts)

K-RAZY SHOOT-OUT™

The object of the game is to advance your Space Commander into the Alien Control Sectors, eliminate the Alien Forces and escape from the sector.



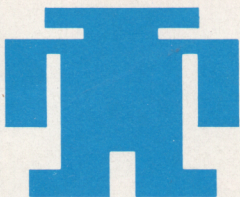
SECTORS



These Alien Control Sectors are created at random with millions of combinations of barriers and escape routes...therefore, no two games or game levels are identical.

There are seven levels of sectors, each one much more challenging to your Space Commanders. You will automatically advance to the next sector (or level of play) if you successfully eliminate all Droids in a given sector and exit before the Countdown Bar expires.

ALIEN DROIDS



The first sector is manned by simple, unarmed Droids that may destroy themselves by colliding into barriers or even into each other. They become more numerous and sophisticated, however, as your Space Commanders advance into Sector 2 where

the Droids return your laser fire. By the time you send your Space Commanders into Sector 5 (if you ever reach that level), the Alien Droids move and shoot extremely fast.

SPACE COMMANDERS

You have three Space Commanders as you begin your mission into the sectors. You can lose a Commander



several ways...if you allow him to run into a barrier...if you allow him to be hit by enemy fire...if you allow him to come in contact with an Alien Droid or come in contact with radioactive debris that follows the elimination of an Alien Droid.

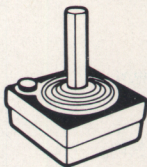


RADIOACTIVE DEBRIS



DEAD COMMANDER

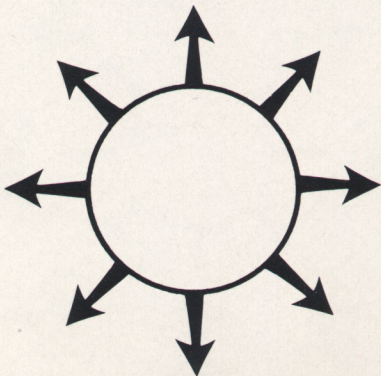
To maneuver your Space Commander,
use your Joystick Controller.



TO MOVE UP

**TO
MOVE
LEFT**

**TO
MOVE
RIGHT**



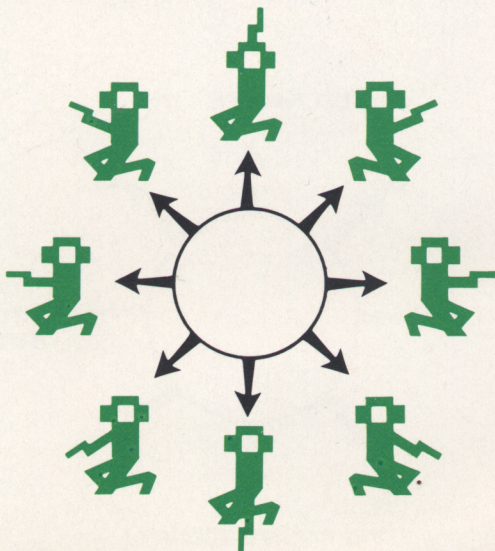
TO MOVE DOWN

Hold the controller with the red button to your upper left. Move controller forward to move your Commander up the screen. Pull joystick towards you to move him down the screen. To move Commander to left, move joystick to left. Move Commander to right by moving joystick to the right.

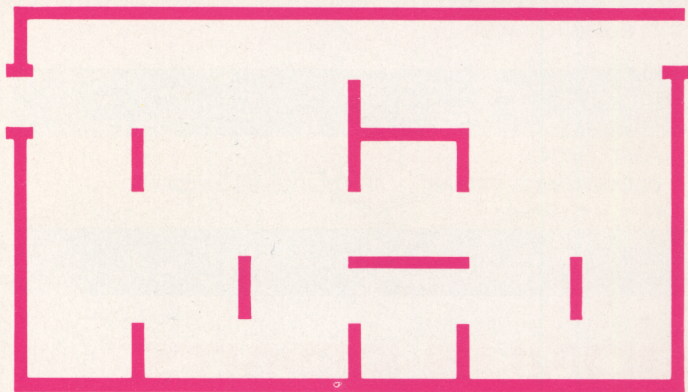


To aim and fire the laser weapon, first press the red controller button and then move the joystick to any of the eight diagonal directions. Push joystick forward and your Commander will aim and fire the laser up. Pull joystick towards you and he will aim and fire down. Your Space Commander has

an unlimited arsenal of power-pack casings, each containing 50 laser rounds of ammunition.



SECTOR COUNTDOWN BAR



The bar above the sector, at the top of your television screen, is the Sector Countdown Bar. Starting with the green zone at your right, it moves to the left as the game proceeds, turns to the yellow zone in the middle and finally to the red "alert" zone at the left. If you can eliminate the Alien Forces and escape from the sector in the green or yellow zone, you receive bonus points. If you eliminate all the Droids in a sector and escape in the red zone, no bonus points are scored. You'll then move to the next level of play. Should time expire (Countdown Bar disappears) in a sector before you've eliminated all the Droids, the game ends. If your Space Commander "turns tail" and exits a sector before all Droids are eliminated, you will be obliged to replay up to two sectors, and score no points while doing so. All replayed sectors will be completely new.

SCORING

Your scores are determined by the length of time it takes you to eliminate the Alien Forces and escape, how many rounds of ammunition and number of power-pack casings you use and the points you receive. Points are scored as follows:

Alien Droids shot:	100 points Sectors 1-3 200 points Sectors 4-7
Alien Droids colliding with barrier or each other:	10 points all Sectors
Alien Droids shooting each other:	50 points all Sectors

BONUS POINTS

Move your Space Commander through the Alien Control Sector. Eliminate all Alien Droids and escape while the countdown bar is in the green zone and receive 1,000 Bonus Points, while in the yellow zone, you receive 300 Bonus Points.

BONUS COMMANDERS

If your score reaches 10,000 points, the screen will briefly flash red and you'll acquire one more Space Commander in reserve; at 20,000 points, another bonus Commander in reserve; and so on at 10,000 point intervals. However, you may not have more than four reserve Commanders at any one time.

RANK AND CLASSIFICATION

As you sharpen your mental and physical skills you will advance in Rank and Classification. The Ranks, in ascending order are Goon, Rookie, Novice, Gunner, Blaster and Marksman. Each Rank is divided into five Classifications, 5 being the lowest and 1 being the highest.

HELPFUL HINTS

Maneuver the Alien Droids into barriers, use your Space Commander as a decoy between two Droids, and retreat in time to cause them to shoot each other. Aim carefully and avoid those near misses between the Droids' legs or over their shoulders.

Watch your Space Commander. He will turn green when you have six or less Droids remaining in a sector.

Avoid "lingering" around the perimeter of the sector. This is the area where the Droids will materialize, which may be right on top of you if you are not careful.

When blasting the last Droid in a sector, make sure that he is fully disintegrated before departing the sector.

If you've successfully eliminated all but the last one or two Droids in a sector and are then yourself destroyed, a reserve Commander will appear in the sector, but no Droids will confront him. This is due to the basic Droid philosophy, "If we can't face him (you) with at least three to one odds, forget it."

We have provided a "pause" for those of you who need a break in the action to answer the telephone or just collect your wits. By pressing "control" and "1" keys on the keyboard simultaneously, the game will halt totally. To resume, merely relax, take a deep breath (perhaps several) and press the fire button.

LIMITED WARRANTY

CBS Inc. ("CBS") warrants to the original consumer purchaser of this CBS Software™ cartridge for a period of ninety days from the date of purchase that it is free from any defects in materials or workmanship. If any such defect is discovered within the warranty period, CBS will repair or replace the cartridge, at its option, free of charge on receipt of the cartridge with proof of date of purchase, postage paid, at:

CBS Software Long Meadow Road
Hagerstown, MD 21740

In the event that your cartridge is replaced, the replacement will be continued on the original warranty for the balance of its term or for 30 days, whichever is longer.

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