

K-RAZY SHOOT-OUT*

By K-BYTE™

For the Atari® 5200™
For one player.

GAME PLAY INSTRUCTIONS

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An illustration of an astronaut on the left and a large, complex robot on the right, both positioned in front of a large, glowing screen. The screen displays a game interface with various icons and text. The astronaut is holding a weapon that emits a beam of light towards the robot. The robot has a large, rounded head and a body composed of many mechanical parts. The background is dark with some light effects.

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SETTING UP YOUR VIDEO CONSOLE

1. Hook up your video game system, following manufacturer's instructions.
2. With the power OFF, plug in the video game cartridge.
3. Turn power ON. If no image appears, check the connection of your game system to the TV, then repeat steps 1-3.
4. Plug a 5200™ Controller firmly into controller jack 1.*
5. To start the game, press one of the two bottom trigger buttons on the sides of the controller. You may then begin your attempt to escape from Level 1.

*This game is Trak-Ball™ compatible.

Program © 1983 Kay Enterprises Co.
Program created by Dr. Keith Dreyer and Torre Meeder.
Programmed for CBS Electronics by Kay Enterprises Co.,
Troy, Michigan.

Note: Never remove your video game cartridge from the console unless the power is turned OFF.

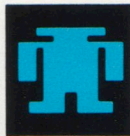
Dangerous Alien Droids have your team of Space Commanders trapped within their deadly Control Sectors. If your guys are going to survive, they'll have to shoot it out with the Droids themselves! But every Sector is different, and Droids can be lurking behind *any* corner! And if you don't zap all of them before making a dash to the exit, you'll be trapped on that level forever and never get a promotion in rank! Oh, what one must do to impress the big-shots!

OBJECT OF THE GAME

The object of K-RAZY SHOOT-OUT is to advance your Space Commanders through a series of Alien Control Sectors by destroying the Droids that dwell in each one. Points are scored for each Droid vaporized and for how fast a successful escape is made from each Sector.

ALIEN CONTROL SECTORS

Alien Control Sectors are created at random with millions of combinations of barriers and escape routes. Therefore, no two games or, for that matter, Sectors will ever be the same. There are seven Sector Levels, each one much more challenging to your Space Commander than the last. You automatically advance from Sector Level to Sector Level as you eliminate all Droids in a given Sector and exit before the Countdown Bar expires.



ALIEN DROIDS

Sector 1 is populated by simple, unarmed Droids that may destroy themselves by colliding into barriers or even into each other. They increase in number and sophistication, however, as your Space Commanders advance into Sector 2 where the Droids begin to 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 begin each game with three Space Commanders. Only one Space Commander at a time can move about a given Sector.

Use the joystick of your controller to maneuver your Space Commander within a Sector. Move the joystick forward to move your Commander up. Pull the joystick towards you to move him down. Move the joystick to the left or right to move your Commander in the same direction.

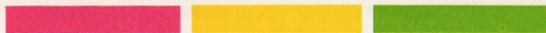
The two bottom trigger buttons on the sides of your controller control your Space Commander's laser pistol. To aim and fire the pistol, first press one of the trigger buttons and, while holding it in, move the joystick in the desired direction of fire. Space Commanders can fire diagonally as well as up and down, and back and forth. You have an unlimited arsenal of power-pack casings, each one containing 50 laser rounds of ammunition.

You can lose a Commander in one of 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 a Droid or with the radioactive debris that follows the elimination of a Droid.

You will be awarded one extra Space Commander every 10,000 points up to a maximum of four Space Commanders in reserve at any one time.

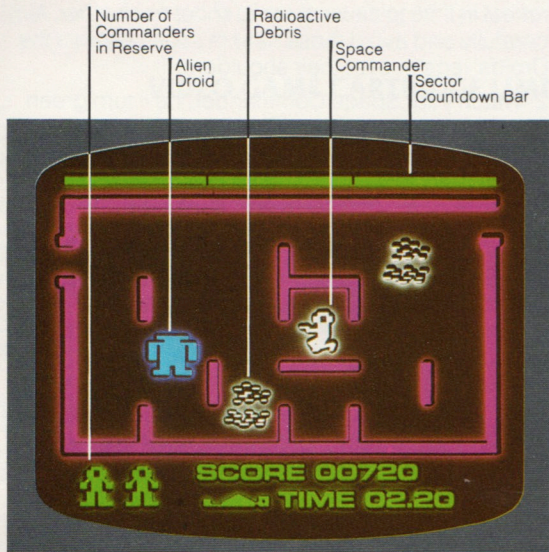
SECTOR COUNTDOWN BAR



The bar above the Sector, at the top of your screen, is the Sector Countdown Bar. As you start a Sector the bar is green and gradually disappears to the left during play. Towards the middle, the bar will turn yellow and finally, towards the end, it will turn red. If you can eliminate all the Droids in a given Sector and escape while the Countdown Bar is either green or yellow, you'll score bonus points. If the Countdown Bar is red when you escape, no bonus points are scored. You will then move on to the next Sector Level.

Should time expire (Countdown Bar disappears completely) in a Sector before you've eliminated all the Droids, the game ends.

SPECIAL FEATURES



Chickening Out If your Space Commander chickens out and exits a Sector before all Droids are eliminated, you'll be obliged to replay up to two Sectors and score no points while doing so. All replayed Sectors will be completely new in design.

Pause To pause the game at any point, press the PAUSE key on your controller. To resume the game, press the PAUSE key again or one of the two triggers on the sides of the controller.

Restart & Reset Pressing the START key during play will immediately return the game to Sector 1. Pressing the RESET key will cause the title screen to reappear and will cancel out the high score.

RANK & 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 the highest.

SCORING

Your score is displayed at the bottom of the screen throughout the game. At the end of the game, your total score will appear in a readout along with time used, number of power-pack casings used, your Rank and Classification and the high score.

Droid Point Values:

Droids shot	100 points (Sectors 1-3) 200 points (Sectors 4-7)
Droids colliding with barrier or each other	10 points (All Sectors)
Droids shooting each other	50 points (All Sectors)

Bonus Point Values:

Countdown Bar Color	Points Awarded Upon Escape
Green	1,000 points
Yellow	300 points
Red	No points

STRATEGY HINTS

1. Maneuver the 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.
2. Watch your Space Commander; he'll turn green when there are six or less Droids remaining in a Sector.
3. Avoid lingering around the perimeters of the Sector. This is the area where the Droids first materialize, which may be right on top of you if you're not careful.
4. 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, as usual, but no Droids will confront him. This is due to the basic Droid philosophy, "If we can't face him with at least three to one odds, forget it."

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CBS Electronics, 601 Doremus Avenue
Newark, NJ 07105

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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