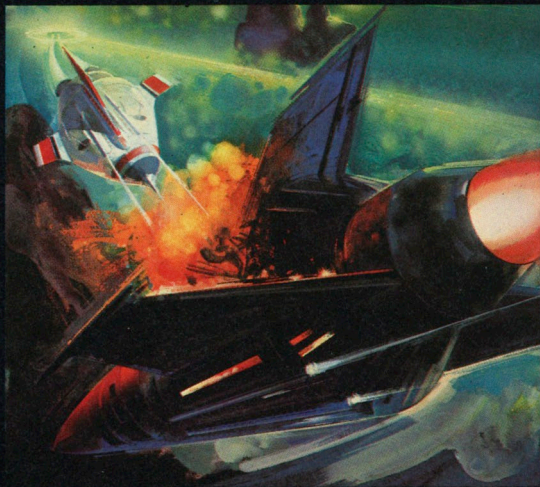


K-STAR PATROL™

By K•BYTE™



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CBS Software

SETTING UP YOUR COMPUTER

1. Hook up your computer following manufacturer's instructions.

2. For Atari® Home Computers:

a. Insert the game cartridge into the cartridge slot before turning the computer on. On the Atari 800™, use LEFT CARTRIDGE slot.

b. Plug a Joystick Controller firmly into the left controller jack.

For Commodore VIC-20™ Computers:

a. Insert the game cartridge (label side up) into the rear Expansion Port before turning the computer on.

b. Plug a Joystick Controller firmly into the side Game Port.

This is a one or two player game using the same Joystick.

3. Turn your TV set on and adjust volume.

4. Turn your computer on.

5. To restart a game, press "Start" on your Atari computer or the "f1" key on your VIC-20.

To select the two player game, move Joystick to the right when the screen displays "Number of Players."

Program ©1983 Kay Enterprises Co.

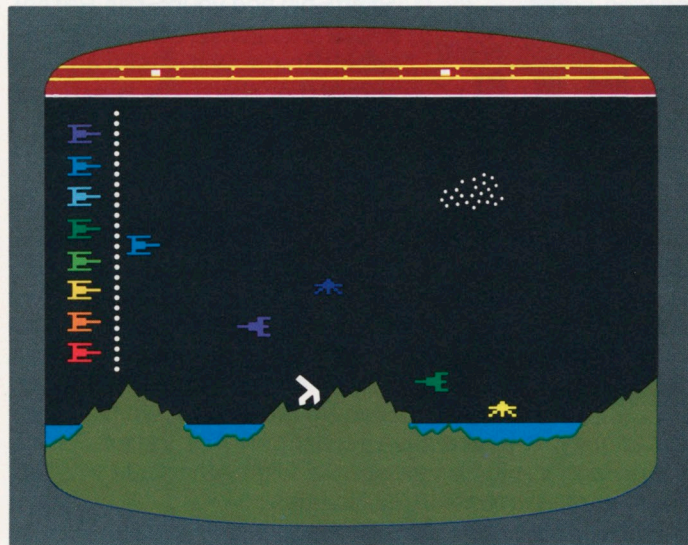
Program Created and Written By Dr. Keith Dreyer and Torre Meeder.
VIC-20 Conversion Program By Jim Stolzenfeld.

Atari® is a trademark of Atari, Inc.

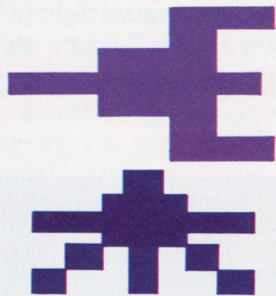
VIC-20™ is a trademark of Commodore Business Machines, Inc.

K-STAR PATROL™

The object of the game is to safely lead your patrol flight of eight Star Ships through ten Enemy Space Sectors as you travel over a hostile Alien Planet.



ALIEN ATTACK SHIPS



The Alien Attack Ships rise vertically from the planet's surface and transform into deadly warhead rockets. Their mission is to destroy your Lead Star Ship and your Star Patrol. In the VIC-20 version, Alien Attack Ships will disintegrate should they rise to the very top of the screen.

LEAD STAR SHIP



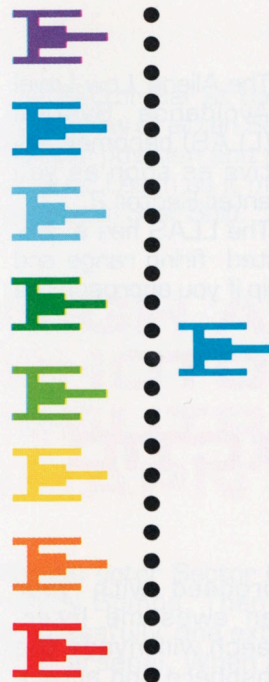
Your mission is to maneuver the Lead Star Ship and destroy the Alien Attack Ships before they blast you or any of your Star Patrol. Your Lead Star Ship is equipped with Laser

Weaponry, a protective Hydrogen Activated Force Field Barrier, plus three special High Amplitude Photon Neutralizer Bombs (HAPN Bombs).

STAR PATROL

If your Lead Star Ship is eliminated, the top Star Ship in the Patrol will automatically take the Lead Star Ship's position. If that Star Ship is destroyed, the next top Star Ship will leave the Patrol and take over. When the entire patrol has been destroyed, the game is over.

FORCE FIELD BARRIER

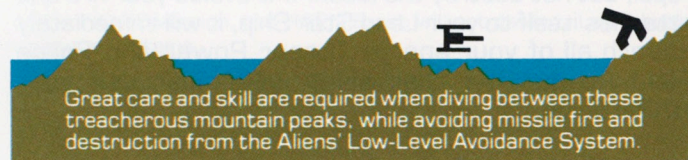


When activated, the protective Force Field Barrier will defend your Lead Star Ship and Patrol from attack. The Barrier neutralizes and then destroys the Alien Attack Ships on contact. Use it sparingly, as it is quickly drained of hydrogen power and can only be recharged by lightly dipping your Lead Star Ship into the Hydrogen-Laden Crater Lakes.

To activate the Force Field Barrier, move your Joystick to the left and hold it there.

Your Lead Star Ship will be a blue color as long as its Force Field Barrier is operative. If the Lead Star Ship turns red, its Force Field is exhausted and must be recharged.

NOTE: In the VIC-20 version, your Lead Star Ship will turn red anytime it flies below the mountain peaks. An audio signal will let you know when your Force Field Barrier has been recharged.



Great care and skill are required when diving between these treacherous mountain peaks, while avoiding missile fire and destruction from the Aliens' Low-Level Avoidance System.

LOW-LEVEL AVOIDANCE SYSTEM

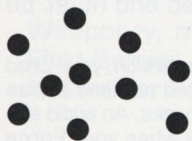


can only destroy your Lead Star Ship if you approach the Alien Planet surface.

The Aliens' Low-Level Avoidance System (LLAS) becomes active as soon as you enter Sector 2.

The LLAS has a limited firing range and

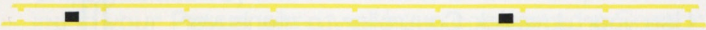
INTERGALACTIC LEECH



As you proceed with your mission, an awesome Intergalactic Leech will invade the Alien Atmosphere and attack your Lead Star Ship. Your standard Laser Weapons will

repel, but not destroy the leech. If it avoids your fire and attaches itself to your Lead Star Ship, it will immediately absorb all of your energy (Laser Power and Force Field Power). At that point, you must use your HAPN Bomb.

LONG-RANGE SECTOR BAR



The Sector Bar at the top of your screen gives a long-range view of all ten Sectors. It displays your Star Patrol Sector position and the Sector position of the Intergalactic Leech as it moves through the Sectors toward your Lead Star Ship.

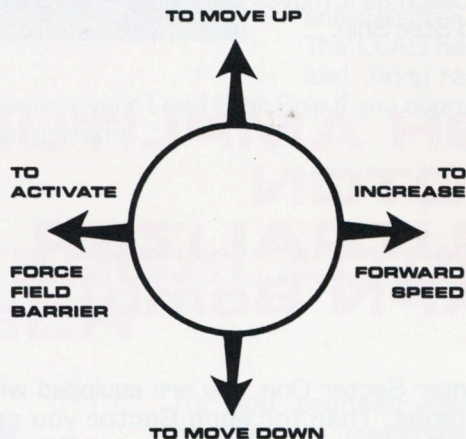
HIGH AMPLITUDE PHOTON NEUTRALIZER [HAPN Bomb]

As you enter Sector One, you are equipped with three HAPN Bombs. Then for each Sector you complete successfully, one extra HAPN Bomb will be added to your arsenal. When activated, the HAPN Bomb will destroy all visible Alien Attack Ships and Low-Level Avoidance Systems.* It is also capable of repelling (but not destroying) the Intergalactic Leech.

*In the VIC-20 version, the HAPN Bomb will not destroy Low-Level Avoidance Systems.

JOYSTICK CONTROLLER

Use your Joystick Controller to maneuver your Lead Star Ship, fire your Laser Weapons, activate your Force Field Barrier and detonate the HAPN Bomb.



Hold the controller with the Red Button to your upper left. Move controller to left to activate Force Field Barrier; move it to the right to increase forward speed; pull the Joystick toward you to move your Lead Star Ship down and push it forward to move your Lead Star Ship up. To detonate the HAPN Bomb, use a 360° circular rotation (either direction) of the Joystick Controller.

Push the Red Button to fire your Lead Star Ship's Laser Weaponry.

SCORING

Your score is determined by the number of Alien Attack Ships you destroy and the number of Star Ships remaining in your Patrol when you have completed a Sector. Also, scored points are deducted for each Alien Attack Ship allowed to escape past your Star Patrol.

SCORING POINTS

Each Attack Ship destroyed = 100 points (all Sectors)

Each Star Ship remaining at the end of a Sector:

Sector One	= 1,000 points
Sector Two	= 2,000 points
Sector Five	= 5,000 points
Sector Ten	= 10,000 points

LOSING POINTS

Each Attack Ship that escapes a Sector decreases your score by ten points, progressively.

Example:

First escape = -10 points

Second escape = -20 points

Third escape = -30 points

BONUS

You will earn a Bonus Star Ship if your Intersector Time is less than 10.0 units.

000180

9.3

013.7

**CURRENT
SCORE**

**INTERSECTOR
TIME**

**TOTAL
TIME**

HELPFUL HINTS

Shoot the Alien Attack Ships during their transformation phase before they can gain speed and attack you.

Fire your Lasers in bursts of two for a wider-range, destructive effect.

Watch the Long-Range Sector Bar for the invading Intergalactic Leech, so you can predict when it is about to enter your Sector.

When you need to recharge your Force Field Barrier, lightly dip only the bottom portion of your ship into the longest Hydrogen Laden Lake. This gives you a little extra time to return to space and avoid crashing into the mountains.

As you gain skill playing the game, try to increase your speed so you can complete a Sector under 10.0 units and earn a Bonus Star Ship.

Try to hold one HAPN Bomb in reserve, as it is your only chance of escape from the Intergalactic Leech.

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 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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