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This K-BYTE program is made available in a solid-state cartridge, (ROM pack). The ROM pack represents the one medium we, at K-BYTE, feel offers you, the consumer, the most advantages in ease of use, long-term reliability and durability. Most importantly, it allows us to maintain our goal of providing you with a 100% quality-controlled product. Unlike cassette tapes or diskettes, EVERY ROM pack is checked and tested for operation, assuring you that when you insert our product into your computer, it WILL work the "first" time and "every" time.

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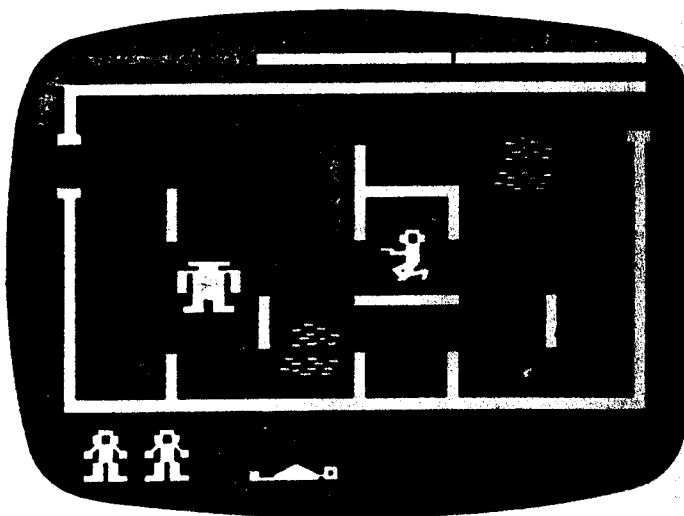
PROGRAM CREATED AND WRITTEN BY:

Keith Dreyer  
Torre Meeder  
Chuck Miller

(with special thanks to Marcus Watts)

## K-RAZY SHOOT-OUT

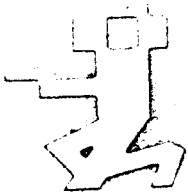
The object of the game is to advance your Special Commander into the Alien Control Sectors, eliminate the Alien Forces and escape from the sector.



Use your joystick controller with this K-BYTE™ program. Since this is a one-player game, be sure the controller is firmly plugged into the left controller jack at the front of your \*Atari® 400™ or Atari® 800™ Personal Computer System.

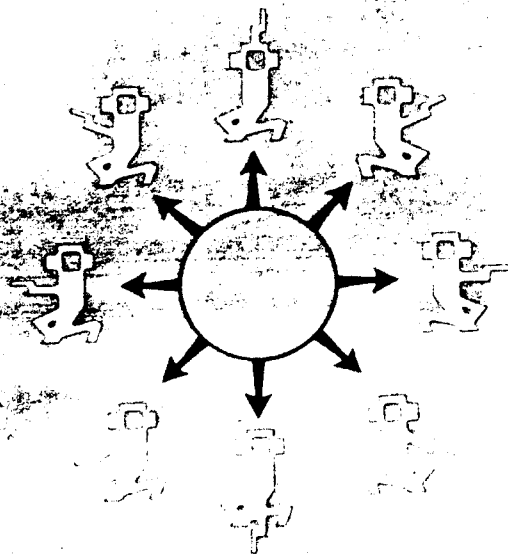
\*Atari is the Registered Trademark of Atari, Inc.

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.

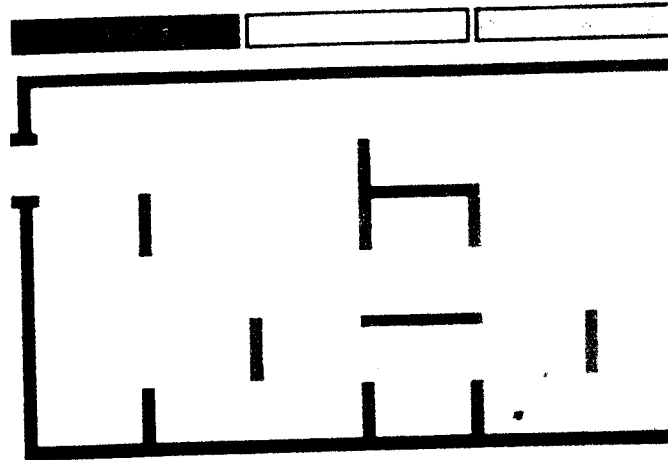


To aim and fire the laser weapon, press the red controller button and move the joystick to any of the eight diagonal directions. Push joystick forward and your Commander will aim and fire the laser up. Pull joystick towards you and he will aim and fire down. Your Space Commander has

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

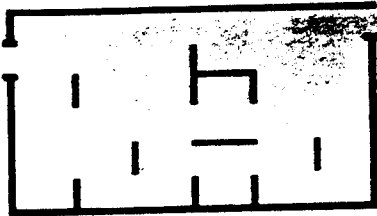


## SECTOR COUNTDOWN BAR



The bar above the sector, at the top of your television screen, is the sector countdown bar. Starting with a 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 eliminate the Alien Forces and escape from the sector in the green or yellow zone, you receive bonus points. If you don't eliminate all of the Alien Forces and escape before the end of the red "alert" zone, you must start over that sector and forfeit any additional points. You must eliminate all of the Alien Forces or the penalty is severe: too many Droids are left in a sector, you will be forced to replay up to two sectors. Many times these sectors are more difficult to regain, since barriers and escape routes are created at random. NO points will be collected all the way. (We said the penalty was severe.)

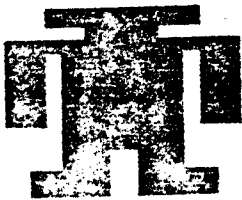
## SECTORS



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.

## ALIEN DROIDS

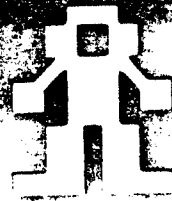


The first sector is manned by simple, unarmed Droids that may destroy themselves by colliding into barriers or even into each other. They become more numerous and sophisticated, however, as your Space Commanders advance into sector two where

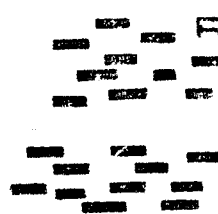
the Droids return your laser fire. By the time you send your Space Commanders into sector five (if you ever reach that level), the Alien Droids move and shoot extremely fast.

## 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 radio-active debris that follows the elimination of a Alien Droid.

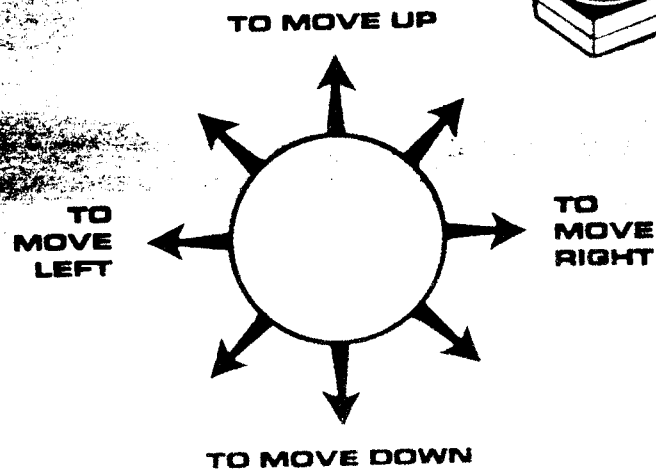
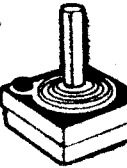


RADIOACTIVE DEBRIS



DEAD COMMANDER

To maneuver your Space Commander, use your joystick controller.



## 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	NUMBER OF POINTS
Shot:	100 points Sectors 1-3 200 points Sectors 4-7
Colliding with barrier or each other:	10 points all Sectors
Shooting each other:	50 points all Sectors

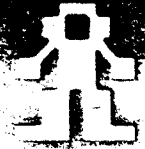
## BONUS POINTS

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 you loose one or two of your Space Commanders, "simply" rack up 10,000 points and you receive a Bonus Commander. You can have a total of four Space Commanders in reserve at any one time, collecting one each 10,000 points [10,000-20,000, 20,000-30,000, etc.].

10,000  
POINTS =



40,000  
POINTS =



## CLASSIFICATION AND RANKS

There are six classifications, each with ranks from five [low] to one [high]. As you sharpen your mental and physical skills, you will advance in classification and rank. 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 over their shoulders. Charted below are the classifications and ranks.

Marksman	5-4-3-2-1
Blaster	5-4-3-2-1
Gunner	5-4-3-2-1
Novice	5-4-3-2-1
Rookey	5-4-3-2-1
Goon	5-4-3-2-1

## HELPFUL HINTS

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.

When you are after the last one or two Droids (or vice versa) and you are eliminated, then when you reform with a new Commander, you will find the sector empty. 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.

We, at K-BYTE, sincerely hope you enjoy playing this fast-action game as much as we did in developing it.

Lots of luck and "Go Get'm Commander!"

Let us hear from you when you reach Marksman I.

## LIMITED WARRANTY

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