

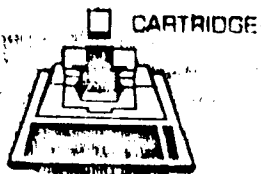
LOADING YOUR GAME CARTRIDGE

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

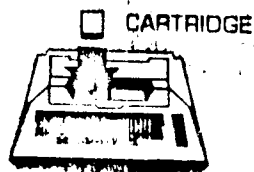
1. Connect your Atari® 400™ or Atari® 800™ Personal Computer System to your TV set as outlined in the Operator's Manual.
2. Plug your Joystick Controller firmly into the left controller jack at the front of your computer. This is a one or two player game using the same Joystick.
3. Open the cartridge 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.

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

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™

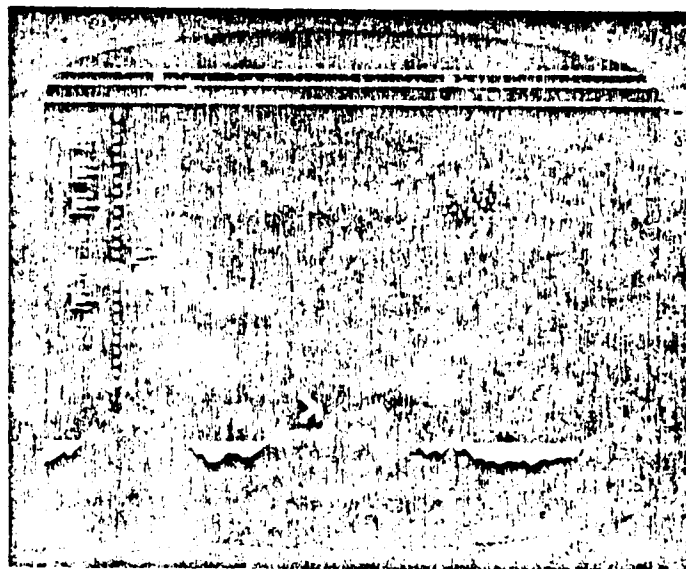
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PROGRAM CREATED AND WRITTEN BY Dr. Keith Cooper

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.

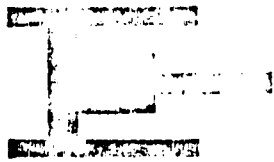


ALIEN ATTACK SHIPS



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.

LEAD STAR SHIP



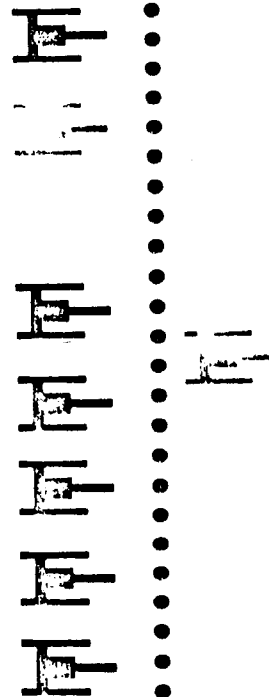
Your mission is to maneuver the Lead Star Ship and destroy the Alien Attack Ships before they blast you or any of your Star Patrol. Your Lead Star Ship is equipped with Laser

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

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.

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.



LOW-LEVEL AVOIDANCE SYSTEM

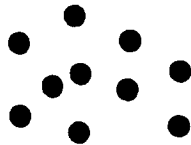


The Aliens' Low-Level Avoidance System (LLAS) becomes active as soon as you enter Sector 2.

The LLAS has a limited firing range and

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

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

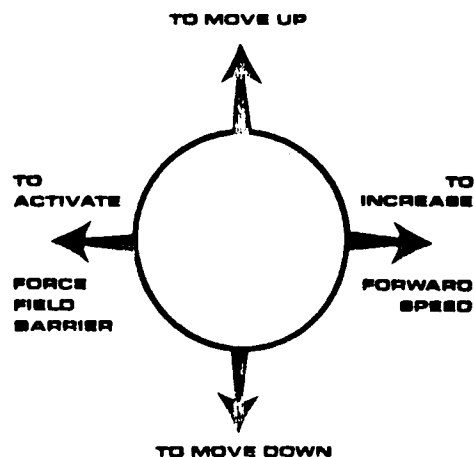
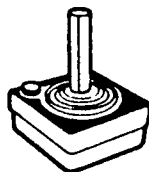
The Sector Bar at the top of your screen gives a long-range view of all ten Sectors. It displays your Star Patrol Sector position and the Sector position of the Intergalactic Leech as it moves through the Sectors toward your Lead Star Ship.

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.

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 right to activate Force Field Barrier; move it to the left 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

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

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 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.

This warranty is limited to the electronic circuitry and mechanical parts originally provided by CBS and is not applicable to normal wear and tear. This warranty shall not apply to defects arising from abuse, unreasonable use, mistreatment or neglect.

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