

HOW TO PLAY

- 1 Plug the cartridge into your computer.
- 2 After title, press *OPTION* to choose 1 or 2 player game.
- 3 Press *SELECT* to choose Skill Level.
- 4 Press *START* and players run onto the field.
- 5 Use Joystick to control your player and score points by kicking the ball, scoring a goal or knocking out an opponent.
- 6 Object of the game is to score as many points as possible.
- 7 Each time you concede a goal you lose a life. Game ends when you have lost 3 lives.

This is only intended as a basic guide. For more detailed instructions see inside.

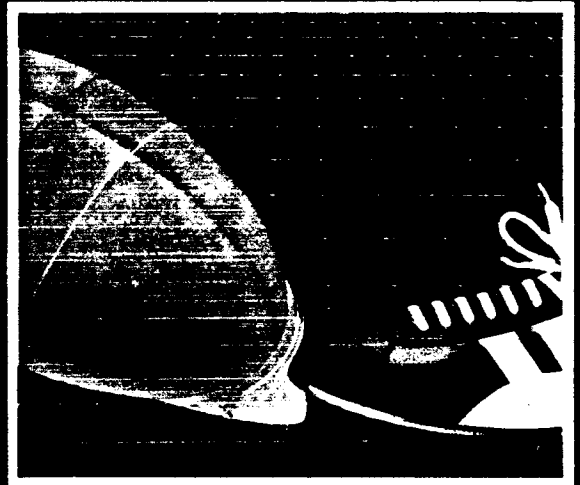
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Home Computer Software

KICKBACK



Instructions for use

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KICKBACK

INTRODUCTION

Kickback is a knockout game with a football-type background. Points are scored for kicking the ball, scoring goals and also for knocking out players on the other side. However, conceding a goal will cost you one of your three lives and you can lose points by letting the ball go past you to hit the by-line.

One or two can play and the computer tracks the best-yet High Score, a target you won't stop wanting to beat.

Below you will find full instructions for loading and playing. Have a good game!

Programmed by A. French

GETTING STARTED

- 1 Connect your television to the computer and switch the television ON.
- 2 Take your cartridge and plug it into the cartridge slot in the front of your computer (the left hand slot on ATARI* 800*s) and close the lid.
- 3 Turn your computer ON.

HOW TO PLAY KICKBACK

- 1 After the title, the computer asks you to choose a 1 or 2 player game. In a 2 player game, two people play alternately. Press **OPTION** to make your choice. Then press **SELECT** to choose a Skill Level 1-5. Press **START** when you are ready.
- 2 Players run on the field. The three players behind your goal represent your three lives, and take no active part. The opposition consists of yellow and blue players, and two active players – one moves around the outfield and the other is the goalkeeper. You control your player (the bottom most player in the goalmouth) with your Joystick.

* Indicates trademark of ATARI Inc

- 3 Start play by moving your Joystick so that your player kicks the ball. You score points each time you kick it, each time you score a goal, and each time you strike an opponent with it and knock him out (you can knock out all the other team except for their moving outfield player and goalkeeper). Points are awarded as follows:

	Skill Levels 1-3	Skill Levels 4-5
Kicking the ball	10†	10†
Scoring a goal	100	100
Knocking out a yellow player	20	40
Knocking out a blue player	30	50
Knocking out a complete team	200	200

† It should be noted that since 10 points are scored each time the player kicks the ball, and that it is possible to kick the ball up to 5 times before it is returned, a maximum of 50 points can be scored.

You can double the above scores at any time, on any Skill Level by pressing the trigger. This doubles both the speed of the game and the points awarded, except for knocking out a complete team. Penalties, ie when the ball is blue, are not doubled. Press again to restore normal speed.

⓪ **Penalties** Each time you concede a goal you lose one of your three lives. Each time the ball hits the by-line the ball changes from black to blue. All points registered while the ball is blue are deducted from your score. (There is one exception to this: if a complete opposing team is knocked out while the ball is blue, you don't have 200 points deducted – but you don't win them either!) The ball stays blue until your player kicks it, you concede a goal or a complete team is knocked out.

⓪ The object is to score as many points as possible. Your best score is recorded above the opposing goal. If you knock out a complete team, a new team comes on and the game gets harder. The game ends when you have lost your three lives. To select a new game, press **START**. To change the options, press **SYSTEMS RESET** to return to the menu.