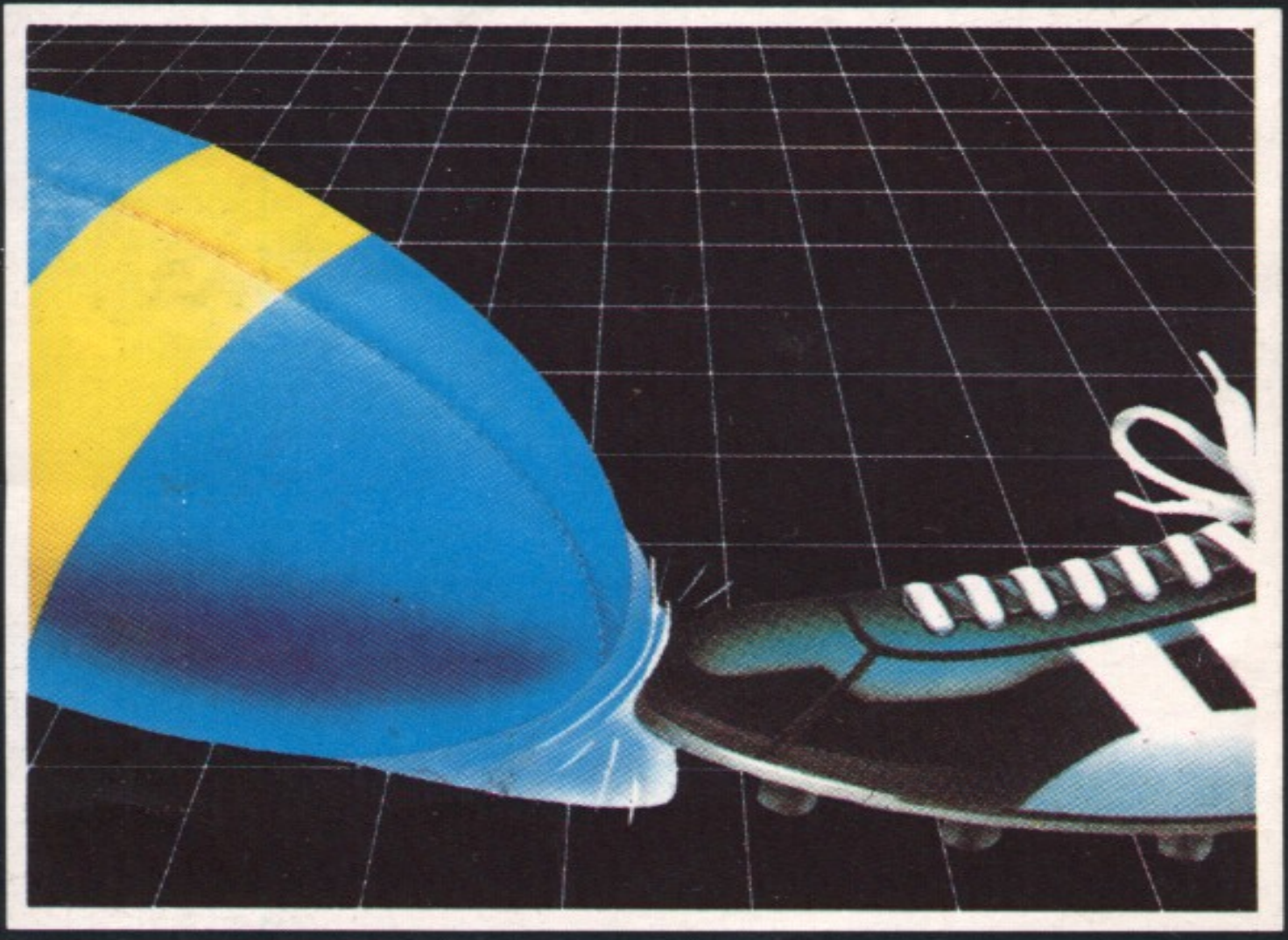
THORN EMI VIDEO

Home Computer Software

For ATARI* 400/800* Computer

# KICKBACK



## Instructions for use

* INDICATES TRADEMARK OF ATARI INC

# INTRODUCTION

*Programmed by A. French*

# KICKBACK

*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!*

# 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.*

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4 *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.

5 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.

# 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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