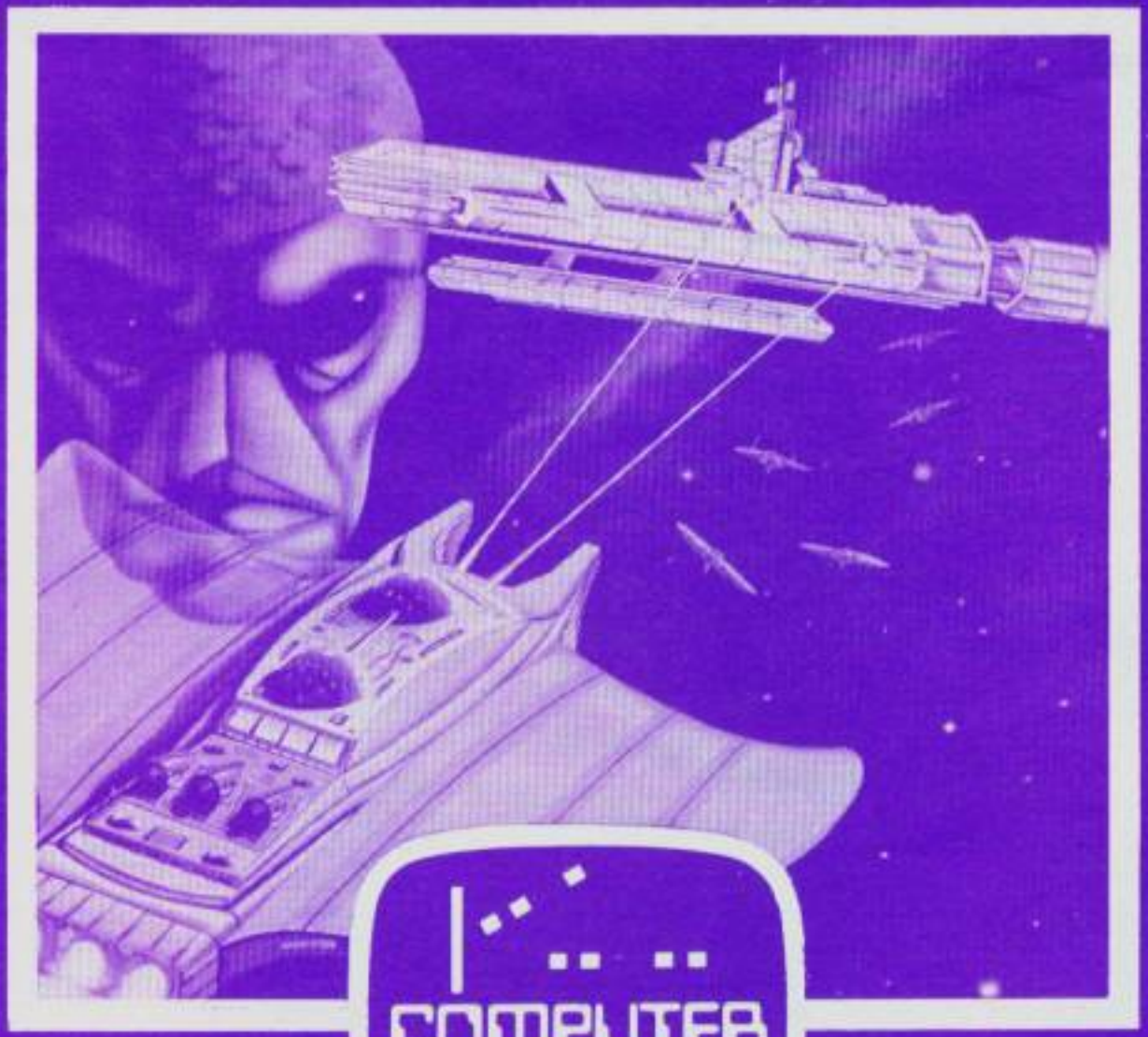
KAYOS™

SPACE WAR GAME

PROGRAM INSTRUCTIONS



COMPUTER MAGIC LTD



BASE



BONUS SHIP=
1000 POINTS



ATTACK SHIPS=
10 POINTS



ATTACK SHIPS=
10 POINTS



MOTHER SHIP=
100 POINTS



ASTEROIDS



ANTI-WAR
DISTRACTOR



BOMB

LOADING INSTRUCTIONS

FOR CASSETTE:

1. Turn computer off
2. Press STOP/EJECT on recorder
3. Place cassette in recorder door
4. Close recorder door
5. Rewind cassette
6. Press PLAY
7. Make sure there is no cartridge in computer
8. Turn computer on while holding down the START and RETURN buttons.

FOR DISKETTE:

1. Turn computer off
2. Turn disk drive on
3. When busy light goes off insert diskette with label facing up
4. Make sure there is no cartridge in computer
5. Turn computer on

Welcome to the world of KAYOS. Time has ceased to exist since KAYOS took over. The end is as close as you let it come. The place is unknown, all records were lost when the asteroid bombardment destroyed all ground life. The computer people left on the planet quickly established a network of underground base stations to ward off the Kayotians.

Every time you take on a mission, you receive 5 base stations, and the ability to win an additional base station for every 10,000 points you earn.

For the beginner and intermediate player the battle has been modified to allow more time to practice before the real game begins. Press the OPTION button to start beginner play or the SELECT button to start intermediate play. The normal play is started by pressing the START button.

Once you have selected your game level, look for the "MOTHER SHIP" going across the top of your screen. Hit the mother ship with a missile that you fire from your base by pressing the red button on your joystick. Your base is controlled by moving the joystick to the left or right.

You must also avoid or destroy the "ATTACK SHIPS" that the mother ship constantly unloads on you. When an attack ship is destroyed, its duplicate immediately replaces it on the screen. When the mother ship is hit, "THE BOMB" is unloaded on you from above. You must avoid "THE BOMB," it cannot be destroyed. The "BONUS SHIP" appears somewhere at the top of your screen immediately after the mother ship is hit. The "BONUS SHIP" always changes color and is the most difficult target to hit. Get as many as you can for the highest score. If the mother ship explodes trying to re-enter the battle, you may try for a double, triple, etc. bonus. This is only done by top players.

Each time you lose a base station, move your joystick to the right to continue the battle. The longer you last, the harder it gets.

The yellow ship toward the middle of your screen, moving from right to left, is the "ANTI-WAR DISTRACTOR." It is indestructible and only gets in the way of the battle.

HINT: KAYOS starts out slow and increases in speed the longer you last. Stack up on base stations early, you will need them later.

HIGH SCORERS: If you get 100,000 points or better send us a picture of the screen and any comments you may have.

Good luck.
Computer Magic

LIMITED 90-DAY WARRANTY
"MAGIC" PROGRAM DISKETTE/CASSETTE

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