

# How to Play

7

# KILLER SATELLITES™



a  
*Supercharger*™  
game

FOR THE ATARI®  
VIDEO COMPUTER  
SYSTEM™ AND  
SEARS VIDEO  
ARCADE.™

# How to Use the Starpath™ Supercharger™

- Set up your Atari® Video Computer System™ (or any similar game system that takes Video Computer System game cartridges) according to manufacturer instructions. Use joystick controllers.
- Make sure power switch is OFF, and insert the Starpath™ Supercharger™ with label up. Be careful not to force it or to insert it crookedly.
- Connect the plug on the end of the Supercharger™ cable to the earphone jack of any cassette recorder/player.\* (This jack may also be labeled "monitor," "mon.," "ear," or "output.")
- For best results, keep the cassette player at least a few inches away from the TV set.
- Turn the power switch of the game ON. The TV screen should read "REWIND TAPE, PRESS PLAY." If not, turn the power off and check to be sure the system is properly hooked up and the Supercharger™ is fully inserted.
- Insert Side A of KILLER SATELLITES.™ Side A of the cassette is the quick load side; Side B is the standard load side. Some cassette players may not load reliably on the



\* If you use a large cassette deck with a "phone" type earphone plug, you may purchase a

quick load side. If so, flip the tape over and use Side B.

- Set volume and tone controls near high or maximum.
- Press REWIND and wait until the tape stops moving. Now press PLAY.



- In a few moments, you will hear the sounds of the game loading and see colored panels fill the screen. A moment later "STOP TAPE" will appear, and you'll be ready to play KILLER SATELLITES.™

If you have trouble...

- If the tape player makes a screeching noise, you have not plugged the Supercharger™ cable into the earphone jack.
- If the tape doesn't move, check the batteries in the cassette player.
- Rewind the tape completely and try again.
- Try Side B of the game cassette if Side A won't load properly.

Set volume and tone controls at high or maximum.

- Move the cassette player farther from the TV set and try again.



# Killer Satellites

**The Situation:** An orbiting junkyard of dormant killer satellites has been circling the earth for untold decades. But now these mechanical maniacs have come to life and are bombarding the earth with wave upon wave of vicious attacks. Their objective is to completely obliterate all life forms on the planet. The invaders are destroying everything in their path and are now hurtling at an incredible speed toward your hometown. The invasion has started...can your hometown survive? Can the human race survive?

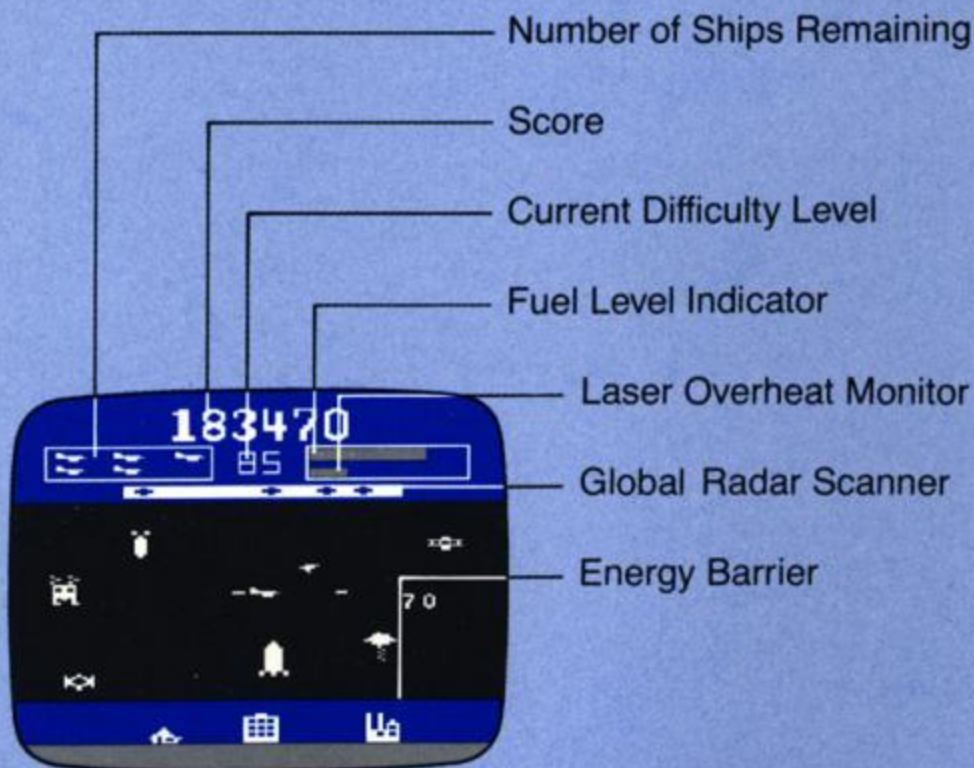
**Your Mission:** Only you can save your hometown and life itself from these deadly attackers. As the test pilot of the only rocket ship that can intercept and outmaneuver this deadly rain of molten metal, you must destroy them before they destroy you!

## Your Resources

- **Six Rocket Ships.** A ship is lost if you collide with a killer satellite, a meteorite, or fly into the force field at the bottom of the screen. You receive an additional ship each time 10,000 points is scored. If you already have six ships when 10,000 points is scored, a bonus is awarded. If a ship is destroyed, all invaders on the screen will also be destroyed.
- **Fuel Level Indicator.** You begin the wave with 4,800 pounds of fuel. The amount of fuel remaining is indicated by the green gauge at the

upper right of the screen. Your ship consumes fuel as you fly and maneuver. At the end of each wave, you will receive a bonus for any remaining fuel. If you run out of fuel you will crash... one less chance to save the human race!

- **Laser Overheat Monitor.** Temperature is indicated by the red gauge below the fuel gauge. With each shot, the temperature of your gun gets hotter and hotter. When the temperature gauge reaches maximum capacity, safety interlocks will prevent you from firing until the gun cools.



- **Global Radar Scanner.** The radar screen shows you which direction to fly to find the killer satellites. Your field of view is always at the center of the radar screen. Fly in the direction of the radar blips to find the satellites.
- **Energy Barrier.** This force field protects the earth from asteroids. It vaporizes asteroids but not killer satellites...they have discovered how to penetrate the energy barrier safely. But watch out—the force field also vaporizes your ships!

**Variables:** As the game progresses, meteorites will begin falling to earth. You can't kill the meteorites, but they will destroy your ship if you collide with them. There are eight different kinds of invaders, each having a different point value.

## Starting a Game

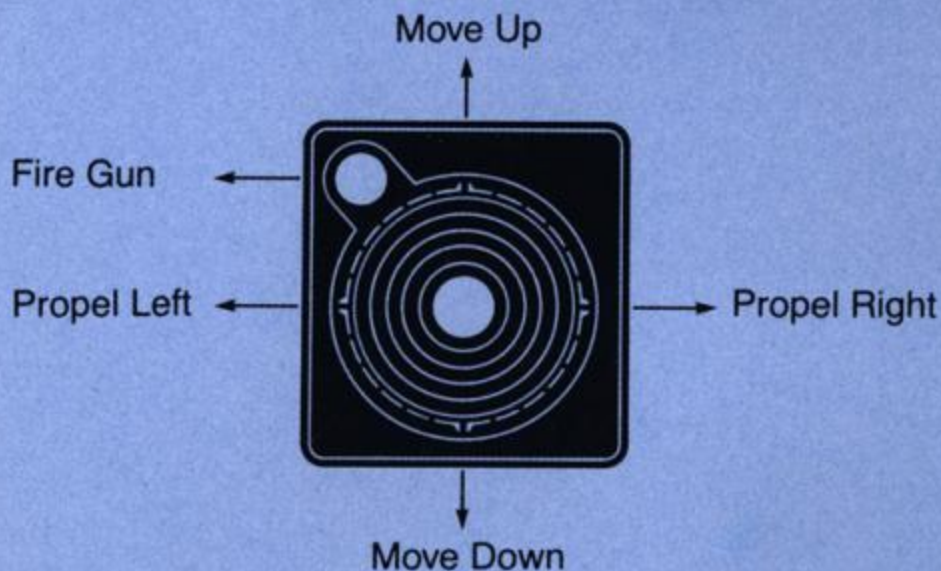
**Game Select Switch.** The game select switch is used to select the beginning wave of the game. Holding the select switch down causes the starting wave to advance. The higher the wave number, the more difficult the game; the killer satellites increase in number and in speed of movement. If you begin at a wave higher than 1, you will be awarded a bonus of 1,000 points times the wave number at which you started...if you complete that wave without losing a ship.

**Difficulty Switches.** The LEFT difficulty switch controls the speed of your ship. In the B position, the maximum speed of your ship is lower and its deceleration is greater. The RIGHT difficulty switch

controls the rate of fire of your gun. The B position is the rapid fire position; your gun will automatically fire as long as the button is pressed. In the A position, the gun will fire once each time the button is pressed.

**Game Reset.** Press game reset to start a new game.

## Using the Joystick



## Scoring

Each time you zap a killer satellite, you receive the score displayed on the screen, ranging from 10 to 90 points. At the end of each wave, you receive the following bonus points:

- 50 points for each remaining ground object.
- 100 points for each wave you have completed.
- 10 points for each hundred pounds of fuel remaining.

# Changing Games

## To load another Starpath™ game:

- Flick the power switch OFF, then ON again.
- Rewind and replace the cassette with another Starpath™ game cassette.
- Rewind the tape, then press PLAY.

## To Remove The Supercharger™:

- Turn the power switch OFF.
- Gently remove the Supercharger.™





# Limited 90 Day Warranty

## STARPATH™ SUPERCHARGER™ and KILLER SATELLITES™

STARPATH™ CORP. warrants to the original purchaser of this STARPATH™ product that it will be free from defects in materials and workmanship for ninety days from the date of purchase. If this product is discovered to be defective within the warranty period, return to place of purchase for replacement.

This warranty is limited to electronic and mechanical parts within the product. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through, or the product shows signs of, misuse, excessive wear, modifications, or tampering.

THIS WARRANTY IS IN LIEU OF ALL OTHER EXPRESSED WARRANTIES OR REPRESENTATIONS. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE LIMITED TO A PERIOD OF NINETY DAYS FROM THE DATE OF PURCHASE. STARPATH™ IS NOT LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM BREACH OF ANY EXPRESSED OR IMPLIED WARRANTIES ON THIS PRODUCT.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the limitations or exclusions set forth may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

### **Repair Service**

Should your SUPERCHARGER™ require service after the ninety day limited warranty period, a charge of \$15 will be assessed to restore it to full working condition. Send the SUPERCHARGER™ unit, shipping prepaid to:

STARPATH™ SERVICE CENTER  
P.O. Box 209  
Santa Clara, CA 95050.

# Limited 90 Day Warranty

## STARPATH™ SUPERCHARGER™ and KILLER SATELLITES™

STARPATH™ CORP. warrants to the original purchaser of this STARPATH™ product that it will be free from defects in materials and workmanship for ninety days from the date of purchase. If this product is discovered to be defective within the warranty period, return to place of purchase for replacement.

This warranty is limited to electronic and mechanical parts within the product. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through, or the product shows signs of, misuse, excessive wear, modifications, or tampering.

THIS WARRANTY IS IN LIEU OF ALL OTHER EXPRESSED WARRANTIES OR REPRESENTATIONS. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE LIMITED TO A PERIOD OF NINETY DAYS FROM THE DATE OF PURCHASE. STARPATH™ IS NOT LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM BREACH OF ANY EXPRESSED OR IMPLIED WARRANTIES ON THIS PRODUCT.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the limitations or exclusions set forth may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

### **Repair Service**

Should your SUPERCHARGER™ require service after the ninety day limited warranty period, a charge of \$15 will be assessed to restore it to full working condition. Send the SUPERCHARGER™ unit, shipping prepaid to:

STARPATH™ SERVICE CENTER  
P.O. Box 209  
Santa Clara, CA 95050.