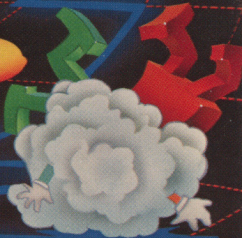


Atari 400/800

KID GRID



LOADING INSTRUCTIONS.

1. Remove all cartridges from computer.
 2. Insert tape into Atari 410 tape recorder and rewind fully.
 3. While holding down the **START** button, turn on your Atari computer.
 4. When computer beeps press **PLAY** on tape player and press any key on computer.
 5. After loading rewind tape and return to case.
(Approximate load time: 3:00 minutes.)
Note: Ignore odd screen displays which may occur near the end of loading process.
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BOOTING INSTRUCTIONS:

Follow directions enclosed with your Atari 400 or 800 computer.

GAME DIRECTIONS:

1. Press option key to choose one of five playing levels.
 2. Press selection key to choose "stun" number.
 3. **SWITCH-HITTER™** allows you to select left or right handed joystick operation — press **L** or **R** on keyboard.
 4. Press **START** button.
 5. Object is to complete grid before being beat-up by the bullies.
-

SCORING:

- | | |
|---|-----------------|
| 1. Each completed grid. | 100 points. |
| 2. Capturing mysterious question mark. | 100-500 points. |
| 3. NOT capturing
mysterious question mark. | Lose 10 points. |
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SPECIAL FEATURES:

1. Extra Kid every 10,000 points.
2. Hit **FIRE** button to start a new game.
3. Hit **SPACE** bar to freeze game. To restart, hit again.

Meet the Neighborhood.



Moose



Squashface



Muggy



Thuggy

The Bullies.

Kid Grid's got four bullies hot on his trail. Squashface, Thuggy, Muggy and Moose. You've got to form squares on your grid without getting beat-up. Like most bullies, though, these guys aren't the brightest so you can learn to outsmart them. But remember, if they catch you the results are explosive!

The Mysterious Question Mark.

It's no riddle how to rack up a fast score. Capture the mysterious question mark for an extra 100-500 points. You've got to completely enclose it within the grid before it vanishes. And you never know where, when, or for how long it appears. That's why it's such a mystery. It's gone before you can figure it out.

STUNS.

Load up with 3, 5 or 7 stuns before you start. This way you can stun the bullies to get out of tight spots. They'll turn white and freeze so you can just pass right through them. You've got to be quick because they're only harmless just a second. Since it is the Kid against four bullies, we felt a little secret weapon would come in handy.

It's Best Not to Jump the Gun.

Don't try to simply out-race the bullies. Try to out-smart the bullies. If you learn how they think you'll reach higher game levels quicker.

You'll also find that, just like real bullies, Squashface, Thuggy, Muggy and Moose will just keep bothering you. So learn strategic use of the STUN button. Don't use it until you need it most... After all, why exhaust yourself early?

As you get good at Kid Grid, the game gets faster and faster. In fact, the speeds you can reach are unlimited! Just learn to outsmart the bullies and you can play for hours. It's the best way to win.

