



# Atari® Home Computer Operation Revealed!

- Plug in cartridge. Turn power ON.
- Select level, 1-16, like this: First press 0, then press the appropriate number(s) on the hand controller.
- Press the asterisk(\*) if you do not wish to hear the musical theme throughout the game.
- Press START to begin. When the music stops or decreases in volume, Keystone Kelly is ready to move.
- Keystone Kelly follows the left or right movements of the Joystick. He jumps when you press the red button. For a long, running jump, press the red button while pushing your Joystick left or right. Keystone will duck when you pull the Joystick back. He'll step into an elevator when you push the Joystick forward, and he'll step out when you pull the Joystick back.
- The security scanner at the bottom of the screen is an overview of all the floors and the roof. Keystone is the black dot, the crook is the white dot. The elevator is the moving blue square in the middle and the escalators are the black slashes on either end.
- The merit system's timer is beneath your score. It starts counting down as soon as the game begins. Nine seconds are deducted whenever Keystone collides with a shopping cart, beachball or radio. When only 10 seconds remain, the timer flashes. Be warned!
- To pause the action, press the space bar or a letter key on the keyboard. To resume the action, press it again.
- The game ends when your entire squad of cops has gone 'off duty.' Any of the following will send them on their way:  
Colliding with a biplane.  
Running out of time.  
Allowing a crook to escape off the roof.
- Scoring. Each time a crook is apprehended, you'll receive 1000 points plus a bonus based on the time remaining. Also, points are scored for recovered loot:  
Suitcase 200 points on floor 1  
400 points on floor 3  
Gold Bag 500 points on floor 2  
1000 points on the roof
- Bonus cops. You begin with Keystone Kelly on active duty and three cops on reserve. With every 10,000 point increase, a bonus cop is added to your reserve squad, up to a maximum of 3 on screen at a time.



Al DeMaio, adapter for the Atari® Home Computers and the 5200®



Sydney Software, adapters for Colecovision®

# New Scoop on 5200®!

- Plug in cartridge. Turn power ON.
- Select level, 1-16, like this: First press 0, then press the appropriate number(s) on the hand controller.
- Press the asterisk(\*) if you do not wish to hear the musical theme throughout the game.
- Press START to begin. When the music stops or decreases in volume, Keystone Kelly is ready to move.
- Keystone Kelly follows the left or right movements of the Control Stick. He jumps when you press the lower red button on either side of the controller. For a long, running jump, press the button while pushing the control stick left or right. Keystone will duck when you pull the control stick back. He'll step into an elevator when you push it forward, and he'll step out when you pull it back.
- The security scanner at the bottom of the screen is an overview of all the floors and the roof. Keystone is the black dot, the crook is the white dot. The elevator is the moving blue square in the middle and the escalators are the black slashes on either end.
- The merit system's timer is beneath your score. It starts counting down as soon as the game begins. Nine seconds are deducted whenever Keystone collides with a shopping cart, beachball or radio. When only 10 seconds remain, the timer flashes. Be warned!
- To pause the action, press PAUSE. To resume the action, press it again.
- The game ends when your entire squad of cops has gone 'off duty.' Any of the following will send them on their way:  
Colliding with a biplane.  
Running out of time.  
Allowing a crook to escape off the roof.
- Scoring. Each time a crook is apprehended, you'll receive 1000 points plus a bonus based on the time remaining. Also, points are scored for recovered loot:  
Suitcase 200 points on floor 1  
400 points on floor 3  
Gold Bag 500 points on floor 2  
1000 points on the roof
- Bonus cops. You begin with Keystone Kelly on active duty and three cops on reserve. With every 10,000 point increase, a bonus cop is added to your reserve squad, up to a maximum of 3 on screen at a time.

## ST. MARY'S BAKE SALE

St. Mary's annual bake sale will be held this Sunday, after all services, in the church basement. If you can donate some baked goods or would like to help out at the sale, please contact Sara Beanhofstaeder in the church office. Thank you.

# Instructions Disclosed for Colecovision®

- Plug in cartridge. Turn power ON.
- As soon as the title screen disappears, the timer will start counting down. You can now begin moving Keystone.
- Keystone Kelly follows the left or right movements of the control stick. He jumps when you press either side button on the controller. For a long, running jump, press the button while pushing the control stick left or right. Keystone will duck when you pull the control stick back. He'll step into an elevator when you push it forward, and out when you pull it back.
- The security scanner at the bottom of the screen is an overview of all the floors and the roof. Keystone is the black dot, the crook is the white dot. The elevator is the moving blue square in the middle and the escalators are the black slashes at either end.
- The merit system's timer is to the left of your score. It starts counting down as soon as the game begins. Nine seconds are deducted whenever Keystone collides with a shopping cart, beachball or radio. When only 9 seconds remain, the timer flashes. Be warned!
- To pause the action, press 0 on the controller. To resume the action, press it again.
- The game ends when your entire squad of cops has gone 'off duty.' Any of the following will send them on their way:  
Colliding with a biplane.  
Running out of time.  
Allowing a crook to escape off the roof.
- Scoring. Each time a crook is apprehended, you'll receive points based on the time remaining. Also, 50 points are awarded for each recovered suitcase or gold bag.
- Bonus cops. You begin with Keystone Kelly on active duty and three cops on reserve. With every 10,000 point increase, a bonus cop is added to your reserve squad, up to a maximum of 3 on screen at a time.

# ACTIVISION® COMPUTER SOFTWARE CARTRIDGE LIMITED ONE-YEAR WARRANTY

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# Recruits Sought For "Billy Club"

It's all happening down at O'Shaunessy's Grille. After a hard day of crime-busting, Keystone Kelly and the coppers gather in this Blarney joint to share hot tips and potatoes. They call themselves "The Billy Club" and they always pass around a sign-up sheet for new members. When your rank reaches 45,000 points or more, we'll be glad to add your name to the list

(Colecovision® players qualify with 30,000 points).

Just send us a picture of the TV screen showing your qualifying score, along with your name and address, and we'll send you the official "Billy Club" emblem. Be sure to write "Keystone", your score and the name of your computer system on the front corner of the envelope.



## FUN FACTS

Tea bags were invented by Thomas Sullivan of N.Y. in 1904.  
1926 Pulitzer Prize Winners:  
(Poetry) Amy Lowell, for "What's O'clock"  
(Drama) George Kelly, for "Craig's Wife"  
(Fiction) Sinclair Lewis, for "Arrowsmith"  
\*Mr. Sinclair refused the award.

## IT'S NO BLARNEY!!

We really DO appreciate your calls and letters, so don't be shy! Our phone number is (415) 940-6044/5, and our address is shown below. Ask questions, make suggestions, tell us who you are or just sign up for our free newsletter.

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