

KITE.



Story

It is weekend time and you decide to spend a nice day with your brand new ELLIOT kite.

You awake and get up early in the morning, drive outside the city and launch your kite before the sun has even risen.

Unfortunately the weather is not as good as expected, but you still stick to your plans...

Object of the game

You control your kite with lines attached to handles in both of your hands. Pulling each line makes the kite turn into this direction. Try to collect as many dots as possible and avoid any collision with lightning, the bird and of course the ground.

Your kite can take three hits of the lightning or the bird before it crashes. The color of the kite gets darker with every hit.

General controls

You can play the game with one or two joysticks. Choose the wanted amount of joysticks on the title screen by pressing a joystick left and right. You can also choose one of four kite colors by pushing a joystick down. Press the fire button to start the game. Your kite will automatically launch and you can instantly control your kite.

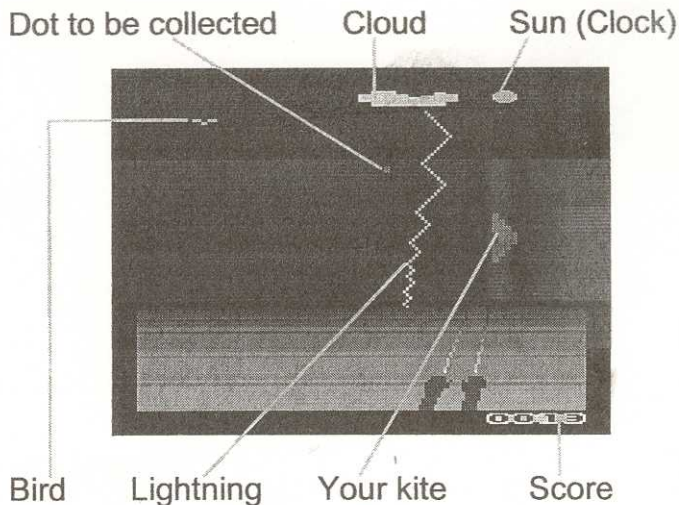
Using one joystick: plug the joystick into the left controller port. Push the joystick left to make the kite turn counterclockwise and right to make it turn clockwise. Using both joysticks: push the left joystick down to make the kite turn counterclockwise and push the right joystick down to make it turn clockwise.

End of game

The game ends if your kite hits the ground or if you hit lightning or the bird three times. Always calculate how many turns your kite made, because your kite will also crash if the lines have to take more than three full twists.

Your kite will automatically land if you manage to play until the sun disappears in the west.

The display



Scoring

You receive points for every collected dot. The amount of points depends on the number of hits your kite has already taken. You start with three possible hits and receive three points for every dot. After the first hit, you only get two points per dot. After the second hit you still get one point per dot.

If you manage to play until the sunset, you will get one bonus point for every dot collected.

Playing tips

- The pattern of the object movement changes in fixed intervals. The sky slightly changes its color with every new pattern.
- Strive for the highest score, but always keep the dangers in mind.
- Even if it is more authentic to play with two joysticks, it might be easier to start playing the game with the one joystick option.
- The two joystick option can also be used to let two players control the kite together.
- Press the RESET switch to abort or restart.

Credits

Game program, graphics, sounds, level design, photo, box and manual design by **Simon Quernhorst**.

Label arrangement by **Ansgar Quernhorst**.

Cartridges manufactured by **AtariAge.com**.



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