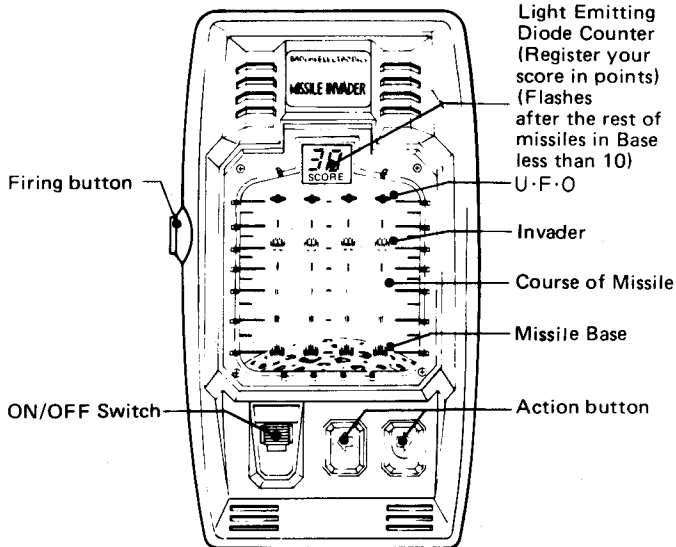


LSI HANDHELD Game MISSILE INVADER

Instruction

● Please read carefully before playing. ●



Specifications

Name: Bandai Hand-Held
Missile Invader

Battery: Requires one
9 volt (not included)

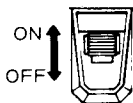
Large Scale Integrated Circuit
Construction

Dimensions: Length: 6.3 in
Width: 3.1 in
Height: 1.4 in

Weight: 0.44 lbs. including battery

PART NAMES AND FUNCTION

● POWER SWITCH



Switch on to start game
Switch off after final score is registered.
Switch on to start game again.

● Action Button



Use these buttons to move your missile base.
Arrows indicate what direction base will move.

● Firing Button



Firing button to shoot missile from your base.

● Digital Counter



When your missile hits U.F.O. you will gain 5 point, and hits Invader 1 point will be given.
If your score more than 99 points – the following will appear.

| POINTS | DIGITAL COUNTER |
|------------------|-----------------|
| 100 ~ 109 | 00 ~ 99 |
| 110 ~ 119 | 60 ~ 69 |
| 120 ~ 129 | 20 ~ 29 |
| 130 ~ 139 | 80 ~ 89 |
| 140 ~ 149 | 40 ~ 49 |
| 150 | come back to 0 |
| 151 ~ 245 | 1 ~ 95 |
| 245 (Best score) | |

● Sound Effects

- ★ Firing sound –
- ★ Destruction sound –
- ★ Explosion sound –
- ★ Game over sound –

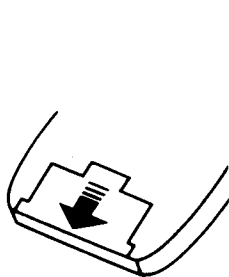
Try to get the maximum score!

2 HOW TO PLAY

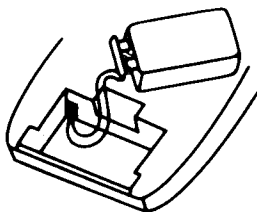
OBJECT: SEE HOW MANY POINTS YOU CAN SCORE WITH 50 MISSILES.

1. Switch power "ON" – U.F.O. and Invader will start to move right and left.
2. Escape the attack of Invader by operating Action button.
3. Press firing button, attack Invader and U.F.O.
4. You have 50 missiles in your base. If your base is hit by Invader's missile, you'll lose 5 missiles at once.
Caution: In case your missile hits Invader's missile, your missile will disappear.
5. Digital score will begin flashing after the rest of missiles in base become less than 10.
6. When you have shot 50 missiles or spent 50 missiles, game is over.
7. To play again, switch "OFF" and then switch "ON" again.

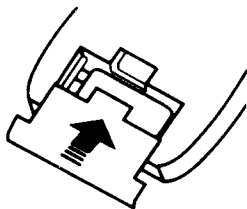
TO INSERT BATTERY



- Slide and open battery cover as per arrow indicator.



- Attach 9 volt battery as shown in diagram. DO NOT REVERSE TERMINALS.



- Slide and close battery cover.

90 DAY LIMITED WARRANTY

Bandai Electronics Arcade Games are manufactured under stringent quality control conditions. We warrant (to the original consumer purchaser) for a period of 90 days from the date of the purchase that our Electronics Arcade Games will be free of defects in materials and workmanship under normal use.

If, within the 90 day warranty period, you find your game to be not functioning properly, please consult your instruction manual for a possibly simple remedy to your problem. If such consultation does not remedy the malfunction, your game will either be repaired or replaced with a new model without charge to the retail establishment where purchased with proof of purchase date, or by sending with proof of purchase date to:

BANDAI ELECTRONICS REPAIR CENTER
6 Pearl Court
Allendale, NJ 07401

BANDAI ELECTRONICS WILL NOT BE LIABLE FOR DEFECTS CAUSED BY MISUSE OF PRODUCT. WE WILL ALSO NOT BE RESPONSIBLE FOR DAMAGES OR LOSS IN TRANSIT FROM CONSUMER TO OUR REPAIR CENTER.

To service your game, please do the following:

1. Pack the game carefully (in original box if possible) with adequate padding material.
2. Carefully print the following address on your outer carton:

BANDAI ELECTRONICS REPAIR CENTER
6 Pearl Court
Allendale, NJ 07401

With normal use and care your Bandai Electronics Arcade Game should provide you with many hours of enjoyment.

Important

Should screen image or scoring begin to malfunction, this is the first sign of battery wear.
A new battery will solve the problem.
Use 9 volt alkaline battery for longer life.



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