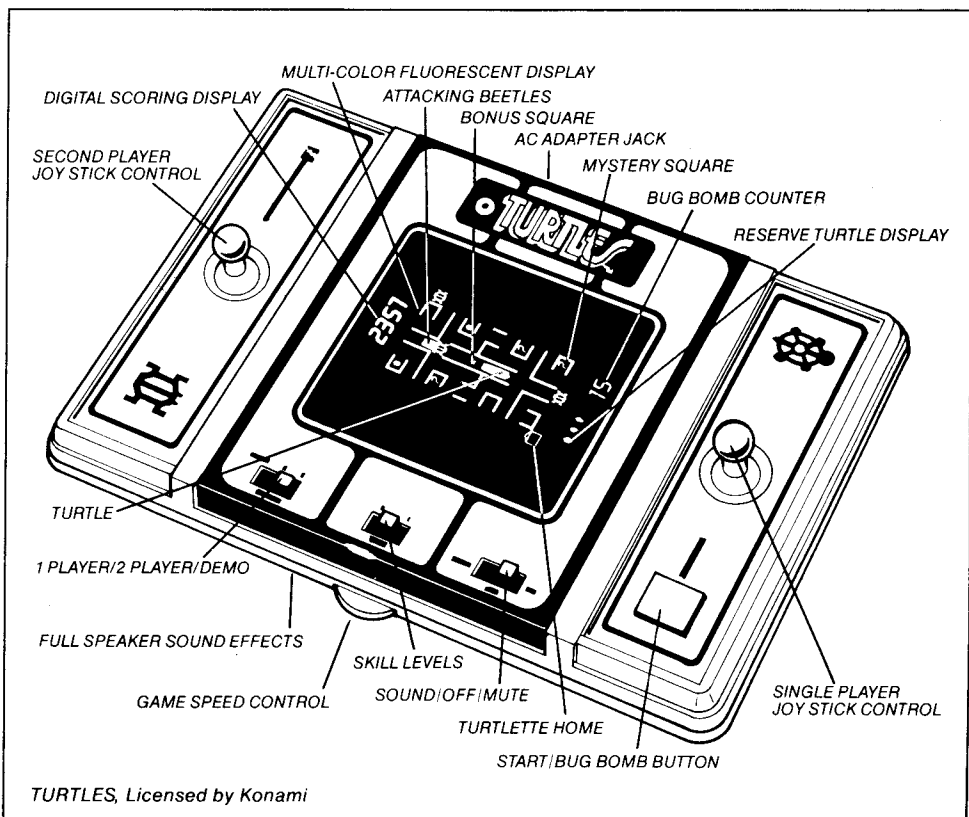


ARCADÉ

TURTLES™

ELECTRONIC GAME



Welcome to the exciting world of Entex handheld arcade games. The Turtles game is patterned after the world famous Turtles video arcade machine by Konami.

BEFORE YOU BEGIN TO PLAY THIS SOPHISTICATED GAME, PLEASE READ ALL INSTRUCTIONS, THEN FOLLOW THESE EASY STEPS.

1. BATTERIES

Batteries - Turn game upside down. Press tab towards cover and lift cover off. Inset 4 "C" (UM-2) batteries. Alkaline-type are recommended for longer life. Battery positions are indicated inside the battery box. Replace cover.

AC Adapter - This game can be played using an AC adapter (use Entex No. 6060 AC adapter, sold separately). Note: This adapter is designed to operate on 110 to 120 V.A.C. at 60 Hz (the current found in most U.S. homes). Should the current in your area differ, please check with the place of purchase for an appropriate adapter.

To use adapter - Remove batteries from game, then insert AC adapter plug into AC jack. When not in use, remove AC adapter from wall socket.

2. DEMONSTRATION MODE

We know you are just dying to try the game. But first, why don't you look at the DEMO mode. Simply turn the ONE PLAYER/TWO PLAYER/DEMO switch to DEMO, then turn the game to SOUND or MUTE. You are now watching the micro-computer play against itself. While observing this function, try turning the game speed control and see how the game speeds up or slows down.

3. OBJECT OF THE GAME

The object of Turtles is to score as many points as possible by rescuing cute little Turtlettes and taking them to the safety house while avoiding the evil attacking Beetles. You control the movement of the Turtle which always starts out in the lower left-hand corner of the display screen. If you are successful in releasing a Turtlette from a mystery square, a safety house will appear in one of the four corners of the display screen. It may sound easy, but beware! For behind two of the mystery squares are extra attacking Beetles that once released will chase you until all Turtlettes have been rescued from Mystery squares on this floor.

Your Turtle also has a defensive weapon, the "BUG BOMB." If a Beetle walks into a BUG BOMB, it is temporarily immobilized. But be careful. You are only able to drop one Bug Bomb at a time so use them wisely. You may gain additional BUG BOMBS by traveling through the flashing bonus square.



TURTLE



EVIL ATTACKING BEETLE



MYSTERY SQUARE



SAFETY HOUSE



TURTLE AND TURTLETTE

4. CONTROLS

This game has many controls. Please refer to the illustration on the back of the package for the position of each of the controls mentioned below.

A. SOUND/OFF/MUTE

Your game unit has a special internal sound effects generator and a full speaker to furnish the user with full fidelity sound effects. The game can be played in either the **SOUND** mode, which gives full sound effects, or in the **MUTE** mode, which turns off the sound. For personal sound, we have included a jack for the new mini size stereo head sets. To use your own headphones, plug the headphone plug into the indicated jack and turn the power switch to the **MUTE** position. Headphones are not included with this game, but can be purchased at most audio supply departments.

B. SKILL 1/2

This button steps up the difficulty of the game. Please note: The desired skill level must be selected before the game is turned on.

C. ONE PLAYER/TWO PLAYER/DEMO

This switch is used to select for **ONE PLAYER/** playing against the computer; or **TWO PLAYER/** one person controls the Turtle, the second player controls attacking Beetle.

DEMO/Automatic demonstration mode.

D. GAME SPEED CONTROL

Rotating this control will speed up or slow down the action of the game. Use this control to continuously increase or decrease the difficulty within the skill level chosen.

E. START/BUG BOMB

This button has 2 functions. In the ONE or TWO PLAYER mode, pushing this button will start the game play. Once the game is started, pushing this button will release a BUG BOMB. Please remember, you may only use one BUG BOMB at a time.

At the end of the game you can move the SECOND PLAYER JOY STICK towards the words "Entex Electronics" in order to reset the game OR, turn the game OFF and then ON. Then, press the BUG BOMB button to restart play.

F. SINGLE PLAYER JOY STICK CONTROL

The SINGLE PLAYER JOY STICK controls the directional movement of the Turtle which will continue to move in a direction until the direction is changed or the Turtle is stopped by a wall.

G. SECOND PLAYER JOY STICK CONTROL

The SECOND PLAYER JOY STICK as used for the TWO PLAYER mode controls the movement of the evil attacking Beetle located in the center of the screen above the bonus square. It is also used to RESET the game, as described in Section "E", above.

5. SCORING

Rescuing Turtlette from Mystery Square - 20 points

Dropping Rescued Turtlette off at Safety House - 30 points

Immobilizing Attacking Beetle with Bug Bomb - 20 points

Capture of Turtle by Beetle - 10 points

At 1,000 points a single additional Turtle is awarded.

6. END OF GAME

The game is over when all Turtles have been destroyed.

7. GAME STATUS DISPLAY

The lower center portion of the game display contains the reserve Turtle display and Bug Bomb counter. The upper portion of the display contains the digital score display. The scoring functions are automatically recorded by the computer.



RESERVE TURTLES



BUG BOMB COUNTER

8. STRATEGY

As we mentioned earlier, the object of Turtles is to score as many points as possible by rescuing the cute little Turtlettes from the Mystery Squares while avoiding the attacking Beetles.

When you first start to play Turtles, might we suggest that you start on Skill Level One at the slowest game speed, then gradually play faster and faster before attempting Skill Level Two.

There are two keys to success in playing Turtles. The first key is your ability to out-maneuver the attacking Beetles. The second key is use of the Bug Bombs. Although only one Bug Bomb can be dropped on the playing surface at a time, the number of Bug Bombs that you can obtain by going through the bonus square is unlimited. It is wise to have a large reserve of Bug Bombs available at all times as once a Beetle is immobilized at that instant you are able to release another bomb.

Keep in mind that the object of the game is to score points, not just rescue Turtlettes.

9. CARE OF GAME

1. Treat the game as you would any electronic device.
2. Do not expose the game to extremes of heat or cold.
3. Always turn the game off when not in use.
4. Always remove batteries when using AC adapter.
5. If game malfunctions or display gets dim, try 4 new "C" batteries.

NOTE: THIS GAME IS EQUIPPED WITH A VOLUME CONTROL. TO ADJUST SOUND PLACE A SMALL SCREWDRIVER INTO THE HOLE MARKED "VOL." AT THE BOTTOM OF THE GAME AND TURN.

90-DAY WARRANTY

Entex Industries warrants to the original consumer purchaser that this electronic game will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period, Entex will, at its option, repair or replace a defective game without charge after the game has been returned postage prepaid and insured with **proof of date of purchase** to Entex Industries, Repair Center, 303 West Artesia Boulevard, Compton, California 90220.

Games returned without proof of date of purchase or after the 90-day warranty period will be repaired or replaced with a reconditioned unit (at Entex's option) for a service charge of \$30.00. Entex is not obligated to repair or replace any games returned after one year from the date of purchase. If you return a game after one year from the date of purchase or Entex finds that the game has been abused, misused or altered, you will be advised of additional anticipated repair cost prior to commencement of any repair work.

This warranty gives you specific legal rights and you may have other rights that vary from state to state. This warranty is made in lieu of any other express warranty and does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in materials or workmanship. Entex's exclusive liability for defects in material and workmanship shall be limited to repair and replacement at an authorized Entex service station. Entex shall in no event be liable for incidental or consequential damages, although in states which do not allow the exclusion or limitation of incidental or consequential damages, the foregoing limitation or exclusion may not apply to you.

Packing and returning instructions:

1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to:
Entex Industries Repair Center
303 West Artesia Blvd.
Compton, CA 90220
3. Apply correct postage stamps, insure the unit; then mail.

ADAPTER JACK

This electronic game has a built-in adapter jack. When the adapter is used, no batteries are required. We recommend using the Entex No. 6060 6V AC adapter. Use of other adapters with improper connectors or incorrect voltage output may void your warranty and cause permanent damage to your electronic game. If your dealer does not stock the Entex adapter, you can obtain one by using the coupon below.

NOTE: THIS ADAPTER IS DESIGNED TO OPERATE ON 110 to 120 V.A.C. at 60 Hz (the current found in most U.S. homes). Should the current in your area differ, please check with the place of purchase for an appropriate adapter.

**Helen Parts
Entex Industries, Inc.**
303 West Artesia Blvd.
Compton, CA 90220

Please send the following for my Entex #6086 Turtles

	Quantity	Price	Total
#6060 AC Adapter	_____	\$7.00	_____

(Cost includes postage and handling)

Los Angeles County residents 6-1/2% Sales Tax _____

All other California residents 6% Sales Tax _____

Total _____

Send to: Check Enclosed _____

Name: _____

No./Street: _____

City/State/Zip: _____