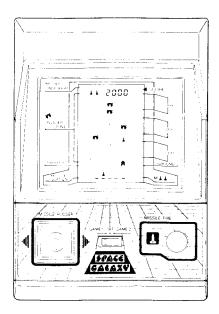
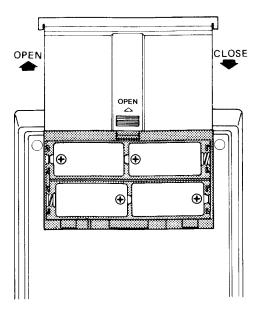
SPACECALAXY

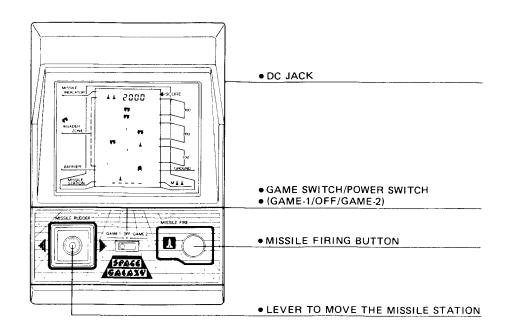


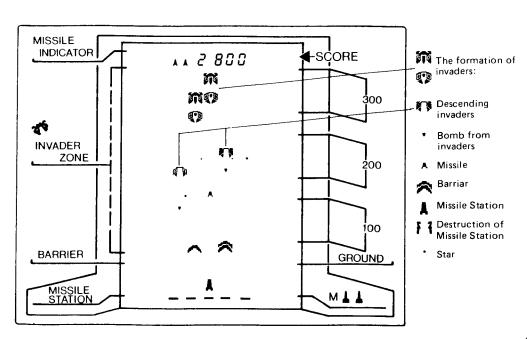
POWER SOURCE



- When dry batteries are used:
- 1. Set ON/OFF switch to "OFF".
- Remove the lid of the battery case on the back side of the body by pusing it in the arrow-mark direction
- Put 4 UM-2 (size "C") dry batteries in place confirming the position of their + - polarities in the case.
- For closing the lid set both ends of the lid in the grooves on the body and slide the lid in the arrow-mark direction.
- When AC adaptor is used:
- Buy the AC adaptor at the shop where you bought.
- Turn off the switch, and then insert the plug of AC adaptor into the jack on the top of the body.
- Insert the AC adaptor into your household plug consent.
- Ratings of AC adaptor used:
- Input power source voltage: AC100V, 50Hz, 60Hz.
- 2. Output voltage: DC 6V.
- 3. Load current: 300 mA.
- 4. Plug diameter: 2.5 mm,
- 5. + -: The inside is + and the outside is -.

NAME OF PARTS





HOW TO PLAY IT

- 1. Set the game switch/power switch at either the position 1 (Game 1) or 2 (Game 2).
- * After the fanfare sounded announcing the start of game, the display panel is shown.
- Invaders that parted from the formation descend and attack the Missile Launching Sites with their bombs. Dodge the bombs, level at the oncoming invaders and launch missiles from the Launching Site to shoot down the invaders.
- * Only the descending invaders can be shot down by missiles. Those flying in formation can not be done so.
- * No bombs falling from invaders can be destroyed by missiles.
- 3. Turn the Missile Station Shift lever to the left/right to shift the station.
- You must move the Missile Station left or right promptly from behind the barrier if it is totally destroyed, for the bombs from invaders will easily destroy the station behind it.
- Only one missile can be sent up into space at a time. You must depress the Missile Firing Button.
- * You can fire missiles from behind the barrier. The barrier is not destroyed by doing so.
- 5. The invaders not shot down by missiles fly against the Missile Station. Move it quickly away from the bombs.
- * If an invader flies against and hits the Missile Station, the invader as well as the Station will be destroyed. When it fails to hit the station, it appears again from under the formation.
- 6. Whenever the missile shoots down an invader, the score is automatically totaled and shown.
- * Score differs with the altitude the invader is shot down 100, 200 or 300 points are scored per shot down invader.
- The next battle pattern appears every time when the 2 formations of 4 and 6 invaders are totally destroyed.

- 8. The game is over when the 3 Missile Stations were destroyed by invaders or their bombs, or when the score reached the highest 10,000 points. The player with the highest points wins the game.
- 9. To play again, turn off the game switch/power switch without fail and then begin from the procedure (1).

Direction of bodily attack of the invader

When the invader comes to just above the barrier.

The invader does not fly against the barrier.

The invader descending to just above the barrier always misses it to the right or the left.

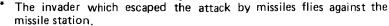
* The invader, when descended from the upper left sky, flies to the lower right of the barrier, when descended from the upper right sky. flies to the lower left of the barrier, and when came from just above the barrier, goes away in the same direction as that it turned last in its descending flight.

It remains to be seen which direction, left or right, the invader de-

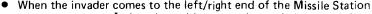
scending vertically to the barrier will turn.



When the invader comes between 2 missile launching sites.



- * The invader descending between 2 missile stations always bodily attacks the external side of the station.
- * The direction of its bodily attack is the direction it turned last in the descending flight.
- * It remains to be seen which direction, left or right, the invader descending vertically toward between the missile stations will make a bodily attack.



- Invaders which have descended to the left or right end of the missile station always hit the internal side of the station.
- Even if all the barriers are destroyed, the pattern of invader's descending flight and the direction of its attack remain unchanged.



INSTRUCTION ON USE

- If the dry batteries are worn out, the following phenomena occur. Replace them with near ones earlier.
 - * The light in the fluorescent display tube becomes weak or disappears.
 - * The indication in the fluorescent display tube becomes abnormal.
 - Unusual sounds occur.
- This product is a high precision one consisting of electronic parts. Please elongate its life by observing the following instructions.
 - * Never disassemble it.
 - * Do not give it impacts by striking it against things or dropping it.
 - * Do not use or store it at places with a high temperature or moisture, or with much dust.
 - * Use the button and lever properly in accordance with the instructions.
 - * Remove the dry batteries when the game is not played over a long time.

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