MINI-VID™
SEA BATTLE

The opponent who scores the most hits wins the game. Game #1 is played with the same rules as Game #3 only at a faster pace.
NOTE: The Submarine fires a total of 30 torpedoes. The Destroyer fires 2 depth charges at a time, 20 separate times. Each game lasts one and a half minutes.

For One Player

1. Game #2 is for one player. In this game you are pitted against the Mini-Vid Brain, which takes control of the Sub, tries to torpedo the Destroyer, and takes evasive action automatically. You must determine defensive strategy to evade the Sub's torpedoes, while launching depth charges to destroy the Sub.
2. To start, turn on Game #2, using the on/off/reset button. Set the on/off/reset button to off. Reset and then push it up to the on position. This procedure resets the computer.
3. The rotate buttons on the Game Selector side will control your ship's movement and firing.
4. As in the two player game, the score will show on the screen at the end of each game.

IMPORTANT: In order to insure that your Mini-Vid Electronic game always performs satisfactorily:
- Never expose to excessive heat or cold.
- Do not touch the Mini-Vid screen.
- Replace the batteries at regular intervals.
- A "9" volt alkaline battery is recommended for longer life.

Sea Battle
The portable, Hand-Held Electronic Computerized Sea Battle Game.

Features:
- Game selector with 3 different games to choose from.
- Realistic movement of Destroyer and Submarine.
- Automatic electronic score indicator.
- Automatic electronic sonar tracking sounds.
- Player-controlled missile-firing.
- Destroyer sinks when struck by torpedo.

Game Description
Game #1—player versus player, fast speed.
Game #2—player versus computer.
Game #3—player versus player, regular speed.

Before You Begin:
1. Turn the game over and slide out the battery cover.
2. Only use 9 volt alkaline battery (not included).
3. Connect battery to battery terminal (as illustrated) and make sure these pieces snap together firmly.
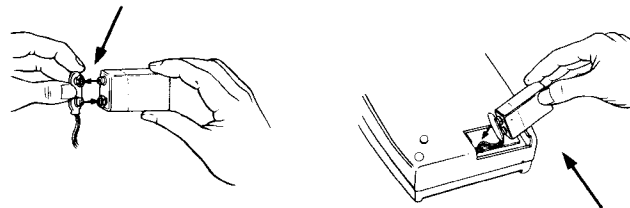
4. Insert battery into open compartment at bottom of game on an angle (as illustrated).

5. Push battery down and close compartment.
6. To remove battery, open compartment and remove using same angle as Step 3.
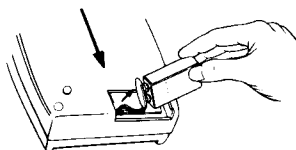

Object of the Game
Sink the greatest number of ships on your opponent's side as you try to defend your own ship.

For Two Players:
1. Turn on the Game #3, using the on/off reset button. NOTE: When you wish to start a new game, you must turn the on/off reset button off, then turn it on again in order to reset the computer.
2. Start the Game #3, which is the regular speed game, so that you can become accustomed to the various controls and their functions.
3. You can choose to control either the Sub or the Destroyer. The missile launcher button and lateral movement buttons on your side of the game, control the ship on your side of the Mini-Vid screen.
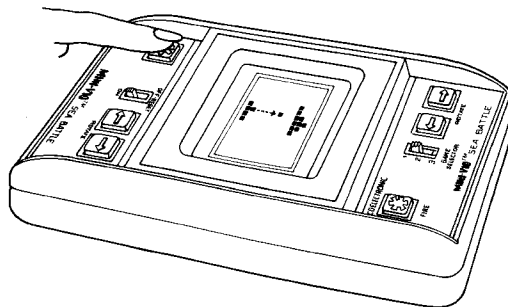
4. The ships will begin to move across the screen as soon as the game is turned on. You can start firing your missiles-depth charges if you're the Destroyer, torpedoes if you're the Submarine—as soon as the opposing ship is in a position parallel to your ship.
5. When the Destroyer is hit by a torpedo, it will sink to the bottom of the screen to indicate the hit. When the Sub is hit. the depth charge ``blip`` will be superimposed on whatever section of the Sub has been hit, and electronic sonar beeping sound will change to a distress signal for a full 3 seconds.
6. To escape a missile, and take evasive action, use the ``mover`` buttons.
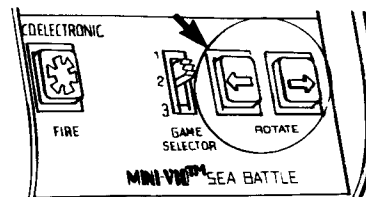
Push the button on the left to move your ship to the left. Push the button on the right to move your ship to the right.
7. When the game is over the score will register automatically next to each ship.