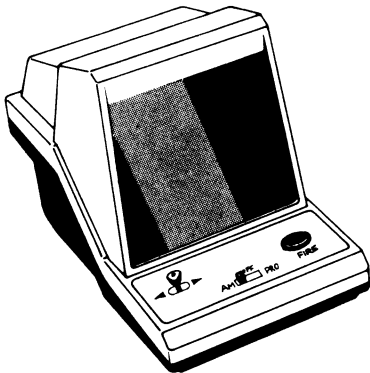


COSMIC VADERS



MINI

ARCADE

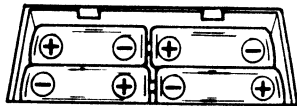
GAME

For ages 8 to adult

INSTRUCTION

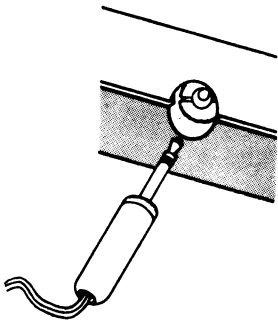
ET-809/3-83

TO CHANGE BATTERY



Push power switch to 'off' position. Turn game upside down. Slide out battery door & insert 4 'C' Size batteries. Battery positions are indicated inside the battery compartment. Replace cover.

- * If game becomes erratic or display is dim, change new batteries.



This game can also be played by using an AC adapter. To use an adapter, turn power switch off and remove batteries from game, then insert AC adapter plug into AC jack on the side of the game. When not in use, remove AC adapter from wall socket.

* WARNING

Use only a UL, VDE or GS approved safty adapter with 6 volts DC output. Use of an adapter with improper connector and incorrect voltage output may damage this electronic game permanently and void your warrantly.

CONTROL KEYS

* Game On/Off and Speed Select Key (AM/OFF/PRO Switch)

Off - Game is turned off

AM - Game is on low speed

PRO - Game is on high speed

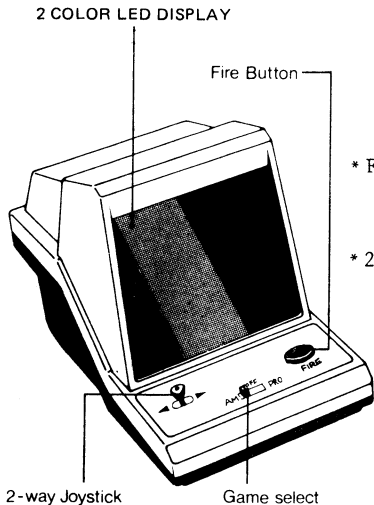
Start at low speed and change to high according to the player's skill

* Fire Button

A missile is fired from the battleship each time the fire button is pressed.

* 2-way JOYSTICK

Move the battleship to the right/left by pushing the joystick in the corresponding direction. Battleship moves by one space if joystick is lightly pushed or moves continuously till it reaches the edge of the playfield if the joystick is held in the pushed direction.

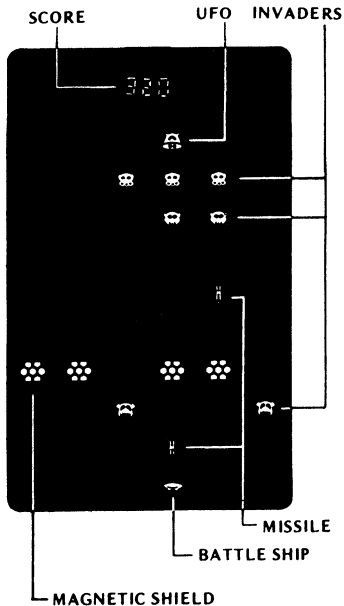


2 COLOR LED DISPLAY

Fire Button

2-way Joystick

Game select



SCORING

Your score is registered automatically by 3 digits. Destruction of one invader gives you ten points while each hit of the UFO is worth 50 points.

After registering 990 points, the score continues counting until -90 when the display blacks out.

OBJECT OF THE GAME

To attain the highest score by destroying the highest number of Invaders and UFO before the game is over.

Game is lost when the battleship is hit four times by invading missiles or when four invaders simultaneously occupy the base (zone within the magnetic shield). The computer is also set to end the game

and give you a winning melody when you wipe out all the invaders.

The magnetic shield serves to protect the battleship but can only absorb two hits from invading missiles. Upon the second hit, the magnetic shield is irreversibly destroyed and the invaders succeeds in occupying the base.

PLAYING INSTRUCTION

The UFO initially sends out 8 Alien Invaders which move sideways and down the field firing missiles at the battleship. Move your battleship left or right to avoid being hit and fire back at them. When all the invaders have advanced to the front (fourth row from the top) four more invaders appear at the top. That is, 4 new invaders appear whenever all invaders move down to the front unless the battleship is hit twice. Under such circumstances, no more invaders and UFO will

appear. So the maximum number of score you can get is what you already have plus the number of invaders left in the display.

Thus the trick to attain a high score is to avoid being hit and keep at least one invader in the display.

Speed of invader attack increases after the player scores 20 points.

