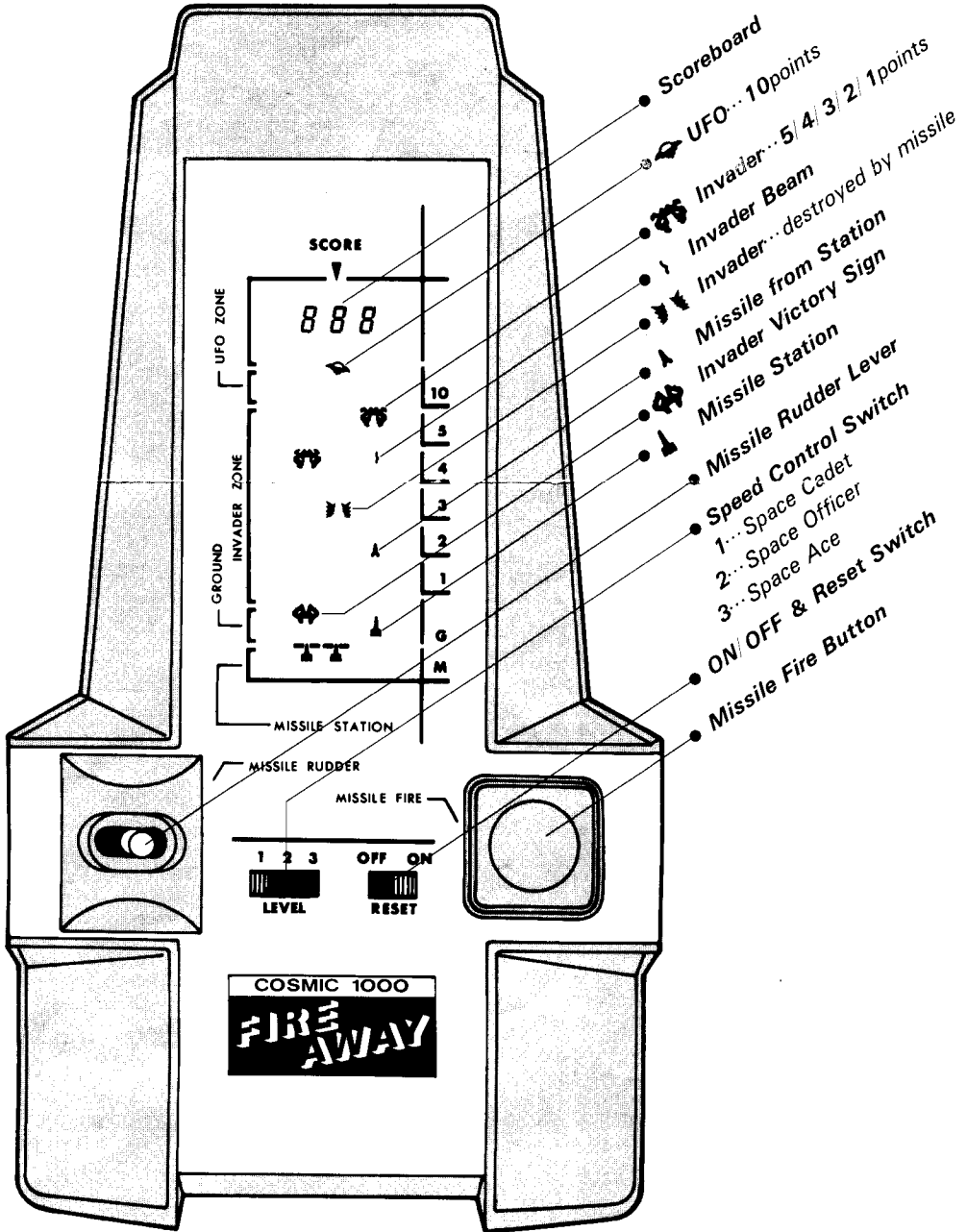


ELECTRONIC

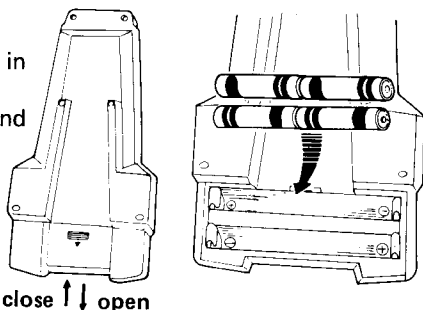
FIRE AWAY



Cat.No.60-2165

□ BATTERIES

1. Remove battery compartment cover by sliding in direction of the arrow.
 2. Put in 4 penlight "AA" batteries; observing + and - terminals as indicated. For longest battery life, we recommend using alkaline batteries such as Radio Shack Catalog Number 23-552.
 3. Replace cover.
- * You can use an AC adapter such as Radio Shack's 270-1551 (and thus conserve battery power). Select the plug that will fit into jack and set tip polarity to positive. Connect to the jack on the top of the unit. Connect the other end to a standard AC outlet. When an AC adapter is connected, internal batteries are automatically disconnected.



□ HOW TO PLAY

1. Choose one of the playing speeds (1, 2, 3), slow to fast.
2. Set OFF/ON RESET Switch to ON.
3. Move the missile rudder lever from side to side to aim at invaders or UFOs. The missile station explodes when struck by an invader beam.
4. Time your shots and press missile fire button to shoot at invaders.
5. Cumulative score showing total of invaders and UFOs destroyed is continuously displayed. You score ten points for hitting a UFO and from one to five points for shooting down an Invader (depending on the Invader's position on the screen).
6. Each player has three missile stations. Game ends when all stations are destroyed by invaders, when invaders capture G zone and raise their arms in victory or when you have fired 250 Missiles. The player with the highest score is the winner. If more than one player gets the maximum score of 999 points, the player with the most missile stations remaining is the winner.
7. When you reach 700 points, you'll get an extra Missile station and 50 Missiles.
8. Before playing again, switch OFF power and choose playing speed.

□ MORE FIRE-AWAY GAME IDEAS

1. Set a time limit and compete for the highest score.
2. See how many invaders you can destroy before losing your missile station.
3. See how long you can defend the base before losing your missile station.
4. Team up with a partner. Let him move the missile station lever, while you press the missile fire button.

□ NOTES

Replace batteries when the following occurs:

- Display light becomes weak or goes out.
- Errors occur in the display.
- Game sound changes.

Since the electronic mechanism is very sophisticated, observe the following:

- Do not take apart.
- Be careful not to drop or bump.
- Store and play in a dry, dust-free environment.
- Operate lever and button gently.
- Remove batteries when storing for more than 1 week.

RADIO SHACK LIMITED WARRANTY

This equipment is warranted against defects for 90 days from date of purchase. Within this period, we will repair it without charge for parts and labor. Simply bring your sales slip as proof of purchase date to any Radio Shack store. Warranty does not cover transportation costs. Nor does it cover equipment subjected to misuse or accidental damage.

This Warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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