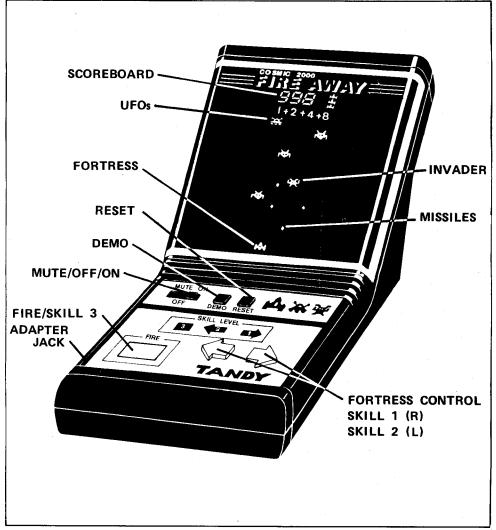


Fire Avvay



1. USING BATTERIES

Press Battery Compartment Cover on back of game and slide in the direction of arrow. Insert 4 'C' batteries in positions indicated inside battery box and replace cover. Be sure to observe proper polarity. Alkaline batteries last longer, giving you more playing fun.

2. USING AC ADAPTER

When playing indoor, you can use an optional AC adapter (RADIO SHACK 270-1551A for AC 120V 60Hz USA/Canadian version, 270-9551 for UK or 270-9552 for Australia for 240 V AC). Before inserting AC adapter into jack on side of game, be sure to remove the batteries. Select the correct plug and polarity (center negative) and plug into Jack on the left side. Remove adapter when game finished.



Polarity of Adapter Plug

3. OBJECT of GAME

To score as many points as possible by destroying Invaders, Twinvaders & UFOs with rockets fired from your Fortress using the FIRE Button. Use the FORTRESS CONTROL Buttons to avoid being hit by Alien bombs and Invaders. Game ends when all your Fortresses are destroyed.

4. CONTROLS

- A. MUTE/OFF/ON Switch Turn to ON (ON with sound effects) or MUTE (ON without sound effects).
- B. Rocket FIRE Button Push to fire Rockets at the Invaders.
- C. Fortress Control buttons Move Fortress into position to fire or to avoid Bombs or Invaders.
- D. DEMO Button While holding this button down, slide MUTE/OFF/ON Button to ON or MUTE position for demonstration mode.

E. **RESET** Button — Push to start new game.

5. SKILL LEVEL SELECTION

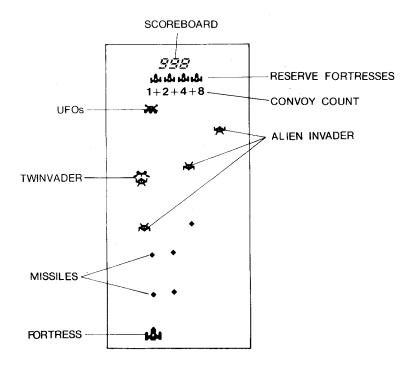
Fire Away can be played at 3 different skill levels described in the chart below.

SKILL LEVEL NO.	1	2	3
Twinvaders	No	Yes	Yes
Number of Bombs	Normal	Normal	Many
Invader Attack Speed	Normal	Normal	Fast

Choose the Skill Level by pushing one of the following buttons after sliding the MUTE/OFF/ON Switch to ON or MUTE.

Skill Level 1: Right Fortress Control button marked 1 Skill Level 2: Left Fortress Control button marked 2

Skill Level 3: FIRE button marked 3



6. DISPLAY

- A. Fortress At the beginning of the game, you have 3 Fortresses, 1 appearing at the bottom of the playing field, and 2 in the Reserve Fortress Display below the scoreboard. The Fortress fire Missiles to shoot down the attacking Alien Invaders.
- B. Alien Convoy In each game you play against a 10-member Alien Convoy. The Convoy is composed of 2 types of Alien Invaders. A maximum of 5 Alien Invaders appear on the display at one time.
 - 1) Invaders These are the red menaces that dart across the display dropping their deadly red bombs.
 - 2) Twinvaders These are the two-tone red & blue menaces that appear among the Invaders. When hit by a Fortress Missile, they split into two Invaders when the space to either their right or left is open.
- C. UFO The UFOs appear from time to time on the top of the playing field. Shoot them down for bonus points.
- D. Scoreboard This is the 3 digit display at the top of the game. When the maximum score 999 is reached, the scoreboard automatically resets to 000.
- E. Reserve Fortress Display This display appears directly below the scoreboard. Two reserve Fortresses appear at the beginning of the game. The maximum number of Fortresses is 4. (Extra Fortresses are earned for each 1000 point you score)
- F. Convoy Count The display shown below scoreboard counts number of convoys destroyed by the Fortress. The sum of the figures shown is the number of convoys you have destroyed.

7. DEMONSTRATION GAME

The Demonstration Game shows the beginner how the combatants in the Twinvader space war attack and move. To start the Demonstration Game, slide the MUTE/OFF/ON Switch to ON or MUTE with the DEMO button pressed. After all segments of the display have lit up in sequence, the Demonstration Game will begin. To get out of Demonstration mode, press RESET Button.

8. SCORING

You get the following points for each Alien Invader destroyed.

	Points
Invader	1
Twinvader	3
UFO	10
Extra UFO	100

9. HOW TO PLAY

Slide the MUTE/OFF/ON Switch to ON or MUTE. Set the Skill Level by pushing one of the buttons marked "1", "2" or "3". Reserve Fortresses light up first, then your Fortress and attacking Invaders appear. Now control the Fortress with the Fortress Control Button and fire Missiles at the Invaders by pushing the FIRE Button. Remember, you can get the extra bonus points by shooting down the UFO. Each Invader Convoy consists of 10 members, with a maximum of 5 Invaders on the playing field at one time. Once you have destroyed all 10 members of the Convoy. the Convoy Count total increases by 1, and a new Invader Convoy immediately starts to attack. When your Fortress is hit by an Invader bomb or is caught by an Invager, it explodes and disappears from the display to be replaced by a Fortress from the reserves. A Fortress is added to your Reserves for each 1000 points you score, with a maximum of 4 in reserve at one time.

The game ends when all of your Fortresses are destroyed, or when you have destroyed 15 Invader Convoys. To start a new game, push the RESET Button.

RADIO SHACK LIMITED WARRANTY

This equipment is warranteed 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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10. CARE of YOUR GAME

- Treat your game as you would to a calculator. A.
- Avoid dropping it. B.
- Avoid getting it wet. C.
- D. Avoid leaving it in hot places.
- Don't leave dead batteries in the Game if you plan to store it.
- Do not unscrew back. There are no user-servicable parts.
- Remove batteries before using the Adapter. G.
- Unplug the adapter when not in use. Η.

11. NOTE on BATTERIES

BATTERY LIFE: Be sure to turn your game OFF whenever it is not in use.

If display becomes erratic, replace the batteries with fresh ones.

IMPORTANT:

Do not leave your game near very hot locations such as a car window on a sunny day, or a fire or heating device for long periods of time, as this could distort the case.

Always store in a dry place.

Turn game OFF when not in use to save batteries.

Never leave weak or dead batteries in your game. They may leak damaging chemicals (even "leak-proof" types) that will ruin your unit permanently.

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