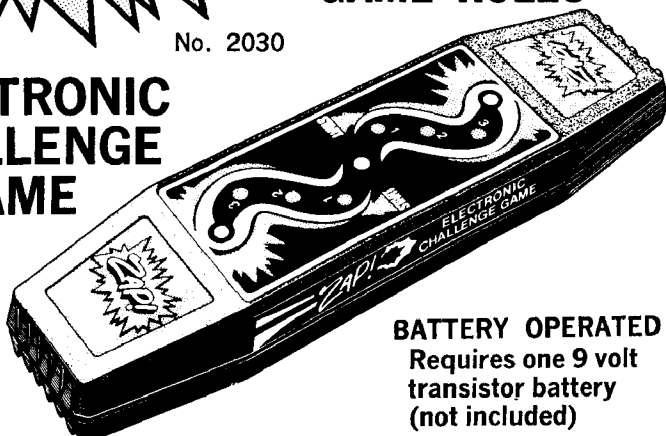




COLECO
INSTRUCTIONS AND
GAME RULES

No. 2030

ELECTRONIC
CHALLENGE
GAME



Patent Pending

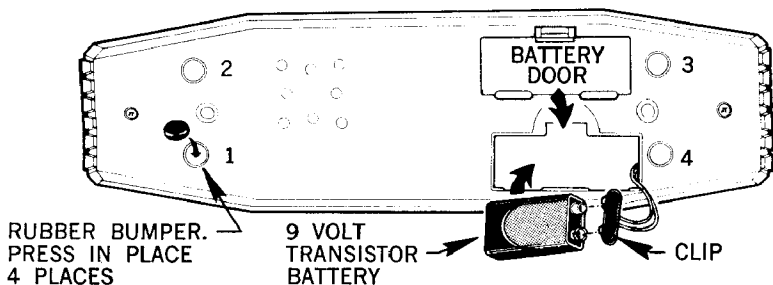
BATTERY OPERATED
Requires one 9 volt
transistor battery
(not included)

GAME DESCRIPTION

ZAP! is the exciting 2 player game which challenges both players' skill and reflexes. Press your ZAP button to send a light missile speeding towards your opponent's goal; the only way he can defend himself is to hit his ZAP button before you score, and send the missile racing back towards you. The longer you wait to ZAP your opponent, the faster the missile will fly towards his goal. A goal moves the score indicator one step toward opponent's goal, (displayed by an indicator light). If you work the indicator light into your opponent's goal by zaping him enough times, you win!

If you are on top of the action, quicker than your opponent and master the speeding missile light, you can ZAP your opponent and win. But . . . WATCH OUT!, the ZAP GAME itself will start the action and challenge each player. The unique ZAP! sound, signals the missiles flight, adding excitement to play.

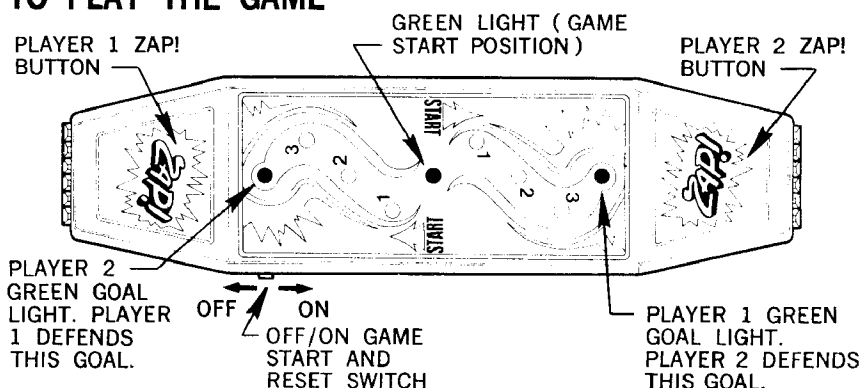
ATTACH RUBBER BUMPERS AND INSERT BATTERY



Press 4 small RUBBER BUMPERS in place as shown.

ONE "9" VOLT ALKALINE TRANSISTOR BATTERY IS RECOMMENDED. Open BATTERY DOOR by pressing in at top and lift door out. Remove CLIP and place firmly on battery terminals. Insert 9 VOLT BATTERY in compartment and replace battery door.

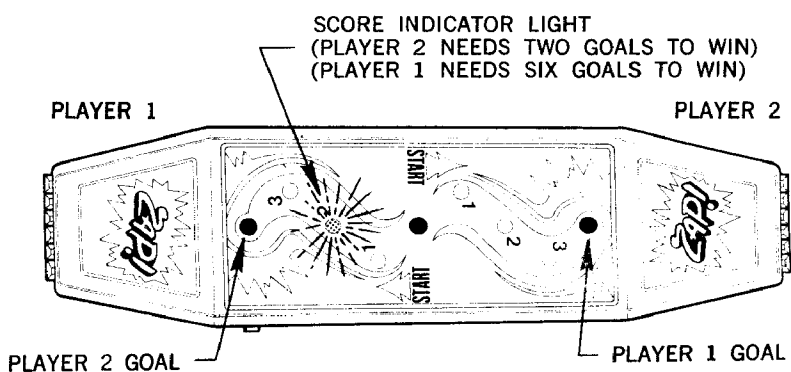
TO PLAY THE GAME



1. Each player takes position at his end of game with hand positioned over but NOT TOUCHING his ZAP BUTTON.

(OVER)

- Turn game "ON" by pushing OFF/ON SWITCH to the RIGHT (ON POSITION). A GREEN GAME START LIGHT will appear at center of game and, after a random time, will suddenly travel as RED MISSILE LIGHT at high speed toward a goal. BE ALERT!
- Depending on which direction RED MISSILE LIGHT travels, PLAYER 1 or 2 must quickly press and **release** his ZAP BUTTON before missile reaches goal he is defending to send missile racing back toward opponent.
The longer a player waits to return the missile, the **faster** it will race toward his opponent when ZAP BUTTON is pressed. A missile returned from missile position 3 results in the fastest return.
Once the missile is racing toward one player, the player who fired the missile must wait for his opponent to attempt to return the missile **AND THEN ALLOW IT TO PASS THE CENTER GREEN LIGHT** before pressing his ZAP BUTTON again.
Neither player can hold his ZAP BUTTON down, as this will prevent him from returning missile at his opponent. In order to fire missile towards your opponent ZAP BUTTON MUST NOT BE DEPRESSED while missile is in opponent's ZONE, or when green center light is on.
- After a goal is scored, missile lights show SCORE. Score is momentarily displayed after each goal. Each goal scored "moves" the score indicator light one step towards **OPPONENT'S** goal. The first player to move the score indicator light **INTO** opponent's goal wins.



- After a player wins, the game is reset by moving OFF/ON SWITCH to the LEFT (OFF POSITION) and back again to the RIGHT (ON POSITION). You are now ready for another exciting contest of ZAP! NOTE: As in many competitive sports, so that one player does not always have an advantage, players should change sides after each game.
- One person can play ZAP! alone or for practice. Play your right hand against your left. This requires the utmost in hand and eye coordination.

GENERAL INFORMATION

- ALWAYS BE SURE GAME IS TURNED OFF TO AVOID BATTERY DRAIN.
- IF GAME FAILS TO OPERATE AFTER PROLONGED PLAY, YOUR BATTERY IS PROBABLY NEARLY WORN OUT OR DEAD. REPLACE THE BATTERY. ALKALINE BATTERY IS RECOMMENDED.
- DO NOT ATTEMPT TO OPEN GAME, IT DOES NOT CONTAIN ANY SERVICEABLE PARTS.
- DO NOT BANG OR THUMP ON ZAP BUTTONS DURING PLAY. ONLY A QUICK BUT FIRM TOUCH IS NECESSARY TO OPERATE THE ZAP BUTTON.
- FIRST PLAYER TO SCORE IN OPPONENT'S GOAL WINS. NO FURTHER ACTION WILL TAKE PLACE UNTIL THE GAME IS RESET.

MANUFACTURED FOR
COLECO INDUSTRIES, INC., AMSTERDAM, N.Y. 12010