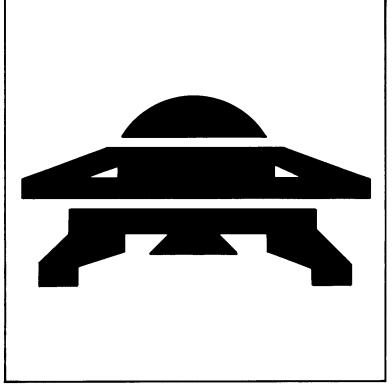




SPACE INVADER 2™

INTERCHANGEABLE CARTRIDGE GAME SYSTEM



INTRODUCTION

Welcome to the world of SELECT-A-GAME[®] MACHINE handheld entertainment center. Your new SPACE INVADER2[®] game cartridge will challenge your skills against the invading Attack Fleet Ships and provide you with many hours of computer-generated play.

BE SURE TO READ THE MAIN SELECT-A-GAME" INSTRUCTION BOOKLET BEFORE YOU PROCEED.

GAME CARTRIDGE PLACEMENT GAME DISPLAY AND OVERLAY

- Refer to the main instruction booklet for details.

2. THE GAME

SPACE INVADER2™ may be played by one player commanding the blue BEAM FORCE CANNON, which defends against the Space Invader's red ATTACK FLEET, and blue ALIEN COMMAND SHIPS operated by the Entex built-in computer. The game may also be operated One-on-One® in the two-player mode where the Visitor commands and maneuvers the Alien ATTACK FLEET and fires bombs at the Home side's BEAM FORCE CANNON and the stationary GROUND DEFENDERS. Skill level selection is available in the one-player game.

The object of the game is to attain the highest score for the BEAM FORCE CANNON by destroying as many Space Invader ATTACK FLEET SHIPS and ALIEN COMMAND SHIPS prior to being disabled by the Space Invader ATTACK FLEET BOMBS. This action is accomplished by using your BEAM FORCE CONTROL FIRE button to launch your rocket-powered MISSILES to destroy the Invader force. Your BEAM FORCE CONTROL directional buttons are used to traverse the BEAM FORCE CANNON for maneuver and evasive action against the invading forces. In addition to this powerful missile launching cannon, the BEAM SPACE FORCE also consists of two stationary GROUND DEFENDERS who serve as defensive shields for the movable BEAM FORCE CANNON.

3. DISPLAY AND SCORING

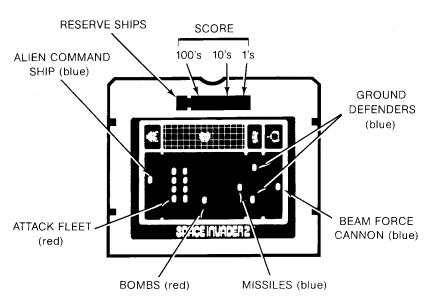


Figure 1 - Display and Scoring Layout

A. BEAM FORCE CANNON (blue)

Pushing the FIRE button (No. 5) will launch rocket-powered MISSILES at the attacking force in a straight trajectory. The BEAM FORCE CANNON can be maneuvered both left and right by pushing buttons 2 and 4. The cannon will continue to move in the commanded direction as long as the button is held until it reaches the edge of the screen.

B. STATIONARY GROUND DEFENDERS (blue)
These GROUND DEFENDERS are used to protect your BEAM
FORCE CANNON from the Space Invader ATTACK FLEET
BOMBS. However, they are progressively damaged after
absorbing direct hits from the attack ship BOMBS and are
completely destroyed after absorbing six hits by the attacking BOMBS or inadvertently fired BEAM FORCE CANNON
missiles.

C. RESERVE SHIPS

The digital display indicates the number of remaining BEAM FORCE CANNONS in reserve. At the start of the game there are 3 CANNONS. One, under your control, plus two in reserve. As soon as a BEAM FORCE CANNON is bombed and destroyed a reserve cannon automatically moves up to the firing line and the reserve number is reduced. For each 1000 points scored, one bonus cannon is added to the reserve. When all the CANNONS are destroyed, the game is over

D. ATTACK FLEET SHIPS (red)

These 8 ships appear in two rows of 4 at the top of the screen. Each ship disappears when hit by a BEAM FORCE CANNON MISSILE.

Destruction of these ATTACK FLEET SHIPS is scored as 3 points for the lower level (close range) and 5 points for the higher level (long range). The ATTACK FLEET SHIP nearest to the game cartridge launches the red bombs on the Ground Defenders and the BEAM FORCE CANNON.

E. ALIEN COMMAND SHIP (blue)

Periodically, throughout the duration of the conflict, an ALIEN COMMAND SHIP traverses the upper edge of the battle field on a command reconnaissance mission. Destruction of these ALIEN COMMAND SHIPS may score 10, 30 or 50 points.

F. SCORE

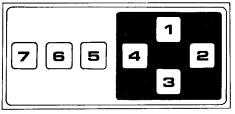
The score displays up to 999 points and then continues past 1,000, but does not show the thousand digit. Note that the hundreds digit is shown next to the RESERVE SHIPS.

4. CONTROLS

- A. MUTE/OFF/SOUND Switch to SOUND (sound effects) or MUTE (silent play) to start game. After game is over, switch to OFF, then back to SOUND or MUTE to reset game.
- B. SKILL 1 or 2 Not used for skill selection with the SPACE INVADER2™ game cartridge. See Playing Instructions for single player skill variations, following.
- C. GAME 1 or 2 Not used with the SPACE INVADER2™ game cartridge.



Figure 2

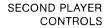


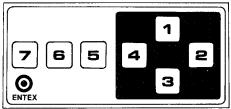
SINGLE PLAYER CONTROLS

Figure 3 Player controls

FIRE-SKILL SELECT (Button No. 5)
BEAM FORCE CANNON CONTROLS (Button Nos. 2 & 4)

FIRE (Button No. 5) ATTACK FLEET SHIP CONTROLS (Button Nos. 2 & 4)





Note: Single player uses controls nearest BEAM FORCE CANNON, second player uses the other set of buttons.

- D. 2 PLAYER/1 PLAYER/DEMO Select two players (2-PLAYER), single player (1-PLAYER) or demonstration mode (DEMO).
- E. BEAM FORCE CONTROL These buttons move the BEAM FORCE CANNON left and right to fire missiles (with FIRE BUTTON No. 5) and/or to evade being hit by bombs. By holding either directional button down, the BEAM FORCE CANNON will continue to move in the commanded direction until it encounters the edge of the screen.

- F. FIRE BUTTON When FIRE is pressed, a lighted blip representing a rocket-powered MISSILE will advance toward the invading ATTACK FLEET in a straight trajectory. If you destroy an ATTACK FLEET SHIP, it disappears. When the ALIEN COMMAND SHIP appears at the top of the screen, you must time the launching of your missiles (push FIRE button No. 5) to reach it on a collision path.
- G. ATTACK SHIP CONTROLS (2 Players) The directional buttons move the entire ATTACK SHIP FLEET left and right to a bomb delivery point and/or to escape BEAM FORCE CANNON missiles. By holding either button down, the ATTACK FLEET SHIPS will continue to move in the commanded direction until they encounter the edge of the screen. When the ATTACK FLEET SHIPS have made two complete attack sweeps (right left right left) the whole fleet will automatically drop down one row and will continue this process until it captures the stationary GROUND DEFENDERS and the BEAM FORCE CANNON.

5. PLAYING INSTRUCTIONS

- A. SINGLE PLAYER
 - 1. 2 PLAYER/1 PLAYER/DEMO switch to 1 PLAYER
 - MUTE/OFF/SOUND Turn game ON, selecting sound effects (SOUND) or silent (MUTE).
 Player uses HOME side nearest to the BEAM FORCE CANNON and uses BEAM FORCE CANNON CONTROL BUTTONS (2 and 4) and FIRE Button (5).
 - 3. SKILL selection When the game starts, the digital score will flash the numbers 1-2-3 in sequence. This is the skill level selection. To select a particular skill, simply press the FIRE Button (5) when the particular skill level appears on the display.
 - 1. SPACE FLEET CAPTAIN: For this game, when a fleet of ATTACK SHIPS is destroyed, a new fleet will appear at the top of the screen. When only two ATTACK SHIPS remain on the screen they will stop dropping bombs; however, their speed of movement will increase.
 - 2. SPACE FLEET ADMIRAL: For this skill the game is similar to skill level 1 except the ATTACK SHIPS will continue firing even when only two ships remain.

3. COMMANDER-IN-CHIEF OF THE SPACE FLEET: This is the most demanding skill in your SELECT-A-GAME™ MACHINE cartridge. The ATTACK SHIPS operate the same as skill level ②, except the velocity of the encounters is quicker and, each time two complete fleets are destroyed, a new fleet will appear at a lower level on the screen.

At the start of the game, you have 3 BEAM FORCE CANNONS (1 active, 2 reserve). For every 1000 points scored an additional cannon is added to the reserves. When all your BEAM FORCE CANNONS are destroyed or the ATTACK SHIPS reach the BEAM FORCE CANNON, the game is over and your final score is displayed. Turn to OFF, then to SOUND or MUTE to reset game.

B. TWO PLAYERS

- 1. 2 PLAYER/1 PLAYER/DEMO Switch to 2 PLAYER.
- MUTE/OFF/SOUND Turn game ON, selecting SOUND or MUTE.
- 3. First player uses controls and plays the game the same as in the single player game. The second player uses ATTACK SHIP CONTROLS to maneuver attacking fleet while using the FIRE button to drop BOMBS at the BEAM FORCE CANNON or crash the fleet of Aliens into the BEAM FORCE CANNON to end the game.

When the game starts, the second player uses the ATTACK SHIP FLEET controls to move the fleet left and right across the screen. Whenever the entire ATTACK SHIP FLEET is maneuvered back and forth two times, the fleet will automatically descend one row towards the BEAM FORCE CANNON. It is important to note that, at times, some of the ATTACK FLEET SHIPS will disappear without being hit by a missile. They have not been destroyed, but disappear in an attempt to confuse the BEAM FORCE. If you move the ATTACK FLEET, these ships will reappear in a different location.

Note that the ship nearest the game cartridge is the active bomb platform for the ATTACK SHIP FLEET. If all the ships on the lower level have been destroyed the bombs will drop from the upper level ships.

The blue ALIEN COMMAND SHIP is not controlled by the second player, but appears at random times as the ATTACK FLEET SHIPS are moving across the screen. When the second player has destroyed all the BEAM FORCE CANNONS or his fleet reaches the BEAM FORCE CANNON, the game is over. To reset, turn OFF, then back to SOUND or MUTE.

C. DEMONSTRATION

- 1. 2 PLAYER/1 PLAYER/DEMO Switch to DEMO.
- Hold single player FIRE button (No. 5) down while sliding the MUTE/OFF/SOUND switch to SOUND or MUTE.
- 3. When the game is in the DEMO mode, all the red lights then the blue lights will be illuminated. Then the game will play a continuous and automatic single-player game with the computer controlling the ATTACK FLEET SHIPS and the BEAM FORCE CANNON. When the game is over, it will automatically reset, but the score will restart from the point at which the previous game ended.

6. AUDIO/VISUAL DISPLAYS

- A. DIGITAL SCORING Maximum score of 999. Automatic reset to 000. Digital display also indicates reserve BEAM FORCE CANNONS.
- B. TWO-COLOR FLUORESCENT display indicates BEAM FORCE CANNON, ATTACK FLEET SHIPS, ALIEN COMMAND SHIPS, GROUND DEFENDERS, MISSILES and BOMBS.
- C. AUDIO SIGNALS indicate: start of game, missile fired, ATTACK FLEET SHIP movement, BEAM FORCE CANNON destroyed, ALIEN COMMAND SHIP hit, ATTACK FLEET SHIP destroyed and end of game.

NOTE: For information regarding mail order purchase of lost or damaged game overlays and Entex AC adapter for your SELECT-A-GAME™ MACHINE, see main instruction booklet Order Form.



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