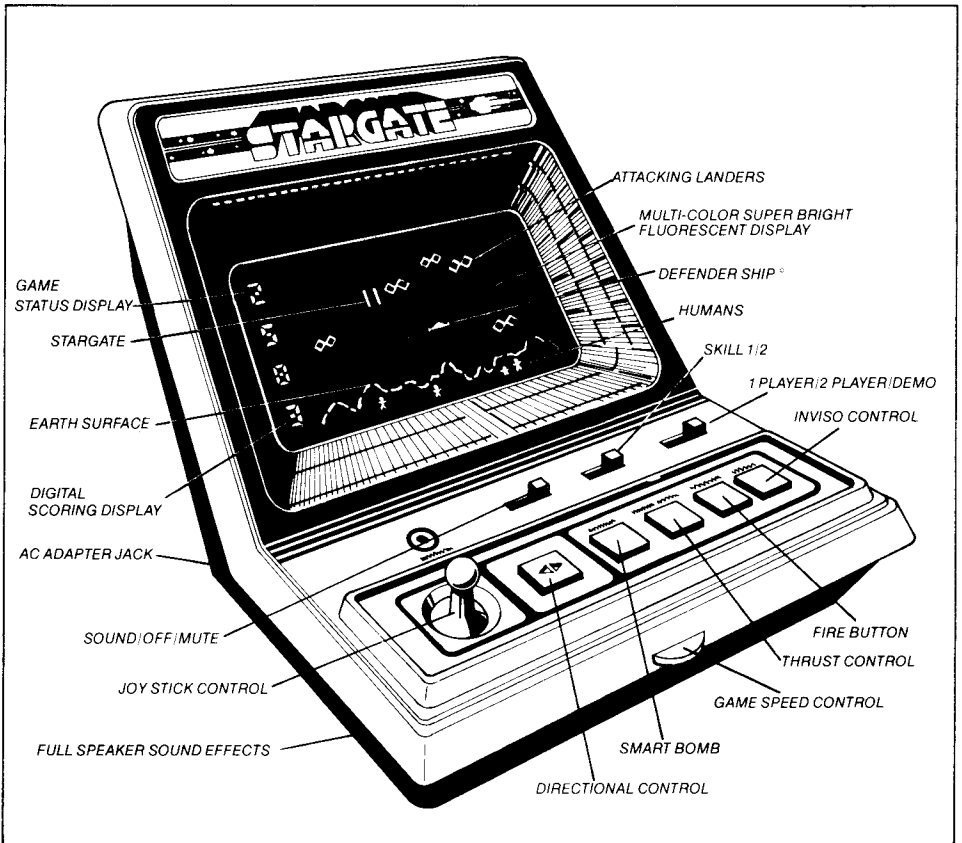


ARCADE
STARGATE
ELECTRONIC GAME



ENTEX
ELECTRONIC
ARCADE
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Welcome to the exciting world of ENTEX handheld games. The Stargate™ game is patterned after the world famous Stargate video arcade machine by Williams.

Before you begin to play this sophisticated game, please read all instructions. Then follow these easy steps.

1. BATTERY INSTALLATION

Batteries - Turn game upside down. Press tab towards cover and lift cover off. Insert 4 "C" (UM-2) batteries. Alkaline types are recommended for longer life. Battery positions are indicated inside the battery box. Replace cover.

AC Adapter - This game can be played using an AC adapter (use ENTEX No. 6060 AC adapter, sold separately). Note: this adapter is designed to operate on 110 to 120 V.A.C. at 60Hz (the current found in most U.S. homes). Should the current in your area differ, please check with the place of purchase for an appropriate adapter.

To Use Adapter - Remove batteries from game, then insert AC adapter plug into AC jack. When not in use, remove AC adapter from wall socket.

2. OBJECT OF THE GAME

The object of Stargate is to score as many points as possible by defending the Earth and humans from wave after wave of evil aliens from outer space. You are in command of the Defender™ ship with its laser cannon, smart bombs, and Inviso (cloaking shield). It's the mission of the aliens to come to Earth and steal all the humans. If an alien is successful in abducting a human and taking him to the top of the screen, they are both transformed into a mutant which has more intelligence and is faster than a lander. Watch out! Mutants are both tricky and fast. If all the humans are stolen or destroyed, the Earth will be destroyed and you will find yourself in outer space fighting fleet after fleet of aliens.

There is also a Baiter which is a super fast alien ship bent on your destruction. The Stargate is a time space device which will warp you to another part of the planet. Or, if you can rescue 4 humans and take them to the Stargate, you will warp to a new planet and a new time and be awarded 100 bonus points for every human left on Earth.

3. DEMONSTRATION MODE

We know you are just dying to try the game but first why don't you familiarize yourself with the action by looking at the demonstration mode.

Turn the ONE PLAYER/TWO PLAYER switch to DEMO, then hold the Inviso control switch down and turn the game to SOUND or MUTE. The display will go through a self-check and then the micro-computer will play against itself. While observing this function, try turning the game speed control to see how the game speeds up and slows down.

4. CONTROLS

This game has many controls. Please refer to the illustration on the front of this booklet for the position of the controls.

A. SOUND/OFF/MUTE

Your game unit has a special internal sound effects generator and a full speaker to furnish the user with full fidelity sound effects. The game can be played in either the SOUND mode, which gives full sound effects, or in the MUTE mode, which turns off the sound. For personal sound, we have included a jack for the new mini size stereo head sets. To use your own headphones, plug the headphone plug into the indicated jack and turn the power switch to the MUTE position. Headphones are not included with this game, but can be purchased at most audio supply departments.

B. SKILL 1/2

This button steps up the speed and difficulty of the game. Please note: The desired skill level must be selected before the game is turned on.

C. ONE PLAYER/TWO PLAYER/DEMO

Use this switch to select the ONE PLAYER, TWO PLAYER, or DEMONSTRATION MODE. In the TWO PLAYER mode, the game play is alternated and the game status display will show P1 for player one or P2 for player 2.

D. JOY STICK CONTROL

The JOY STICK control maneuvers the Defender ship up or down.

E. DIRECTIONAL CONTROL BUTTON

Pushing the DIRECTIONAL CONTROL button will instantly reverse the direction of travel and laser cannon fire.

F. SMART BOMB

The SMART BOMB control button fires a SMART BOMB which annihilates all aliens in the playing screen area. Be careful. Your SMART BOMBS are limited.

G. THRUST CONTROL

Pushing the THRUST CONTROL causes the Defender ship to move in a forward direction. The longer you hold the THRUST button down, the faster the Defender ship will travel until a maximum speed is attained. The THRUST button is also used to start each round of the game. When a game is over, pushing the THRUST button will reset the game.

H. FIRE

The FIRE button shoots a laser blast in a straight trajectory. The laser blast will annihilate any life form it touches. Be careful not to shoot the humans.

I. INVISO CONTROL

Pushing the INVISO control engages the INVISO cloaking shield which makes you invisible. Use your INVISO carefully as it is limited defense.

J. GAME SPEED CONTROL

The GAME SPEED control speeds up or slows down the speed of the game. It is usually advisable to start at a slower speed while you are learning the game.

K. GAME STATUS DISPLAY

The GAME STATUS DISPLAY at the left hand side of the screen consists of 4 numbers. This will display your score after each Defender ship is destroyed and at the end of the game. However, during the game play the top digit shows the number of Defender ships left. The second digit is the number of SMART BOMBS left. The third digit is the number of humans in possession and the fourth digit is the Inviso counter.

5. SCORING

Destroying a lander - 10 points



Destroying a mutant - 30 points



Destroying a baiter - 20 points



Releasing a rescued human on Earth - 50 points

6. END OF GAME

The game is over when all your Defender ships have been destroyed. You may, however, gain an extra Defender ship, an extra SMART BOMB, and a point of Inviso time for every 1,000 points scored.

7. GAME PLAY STRATEGY

As we mentioned earlier, the object of Stargate is to score as many points as possible and to defend the humans. When the game begins, there are 10 humans on the Earth. The aliens are trying to abduct the humans from the Earth and destroy them. The Defender ship's mission is to defend the humans on Earth from wave after wave of attacking aliens. When an alien picks up a human, the Defender ship may shoot the alien at which point the human will begin to float toward the Earth's surface. The Defender ship may fly over the human and catch it. If the human falls all the way to the ground, the human will be destroyed.

Once saved, you can either hold the human in your Defender ship bay and try to collect 4 humans to receive the Stargate bonus, or you can set him back down on the Earth for a 50 point bonus.

When all the humans have been destroyed, the Earth will explode and disappear and you will find yourself in outer space fighting off hordes of aliens. If the Defender ship makes it through the space waves, it is transported to a new planet with 10 new humans.

Stargate is a high speed, high action game. Learn to use the sound effects and all the controls to your advantage and maybe you can be the Stargate record holder.

8. TWO PLAYER OPERATION

When turned on in the TWO PLAYER mode, the game performs the same function as for a single player. However, when the first player's Defender ship is destroyed, the game status display will flash P2 and indicate that it is the second player's turn.

The second player's score will then be displayed until the thrust key is pushed starting his round. When he is hit, the display will flash P1 and the first player's score will be displayed until the thrust key is pushed. This cycle will repeat itself until both players are out of Defender ships.

9. IMPORTANT NOTES TO REMEMBER

Batteries — Be sure to turn your game OFF whenever it is not in use. If the display become erratic, replace the batteries with fresh ones. Never leave dead batteries in the game. Remove batteries if you plan to store the game.

Care — Treat your game as you would any electronic instrument. Avoid dropping it, avoid getting it wet, avoid leaving it in hot places. DO NOT unscrew the back; there are no user-serviceable parts. Unplug the optional adapter from the wall and from the game when not in use.

ADAPTER JACK

This electronic game has a built-in adapter jack. When the adapter is used, no batteries are required. We recommend using the Entex No. 6060 6V AC adapter. Use of other adapters with improper connectors or incorrect voltage output may void your warranty and cause permanent damage to your electronic game. If your dealer does not stock the Entex adapter, you can obtain one by using the coupon below.

NOTE: THIS ADAPTER IS DESIGNED TO OPERATE ON 110 to 120 V.A.C. at 60 Hz (the current found in most U.S. homes). Should the current in your area differ, please check with the place of purchase for an appropriate adapter.

**Helen Parts
Entex Industries, Inc.**
303 West Artesia Blvd.
Compton, CA 90220

Please send the following for my Entex #6074 Stargate

	Quantity	Price	Total
#6060 AC Adapter	_____	\$7.00	_____

(Cost includes postage and handling)

Los Angeles County residents 6½% Sales Tax _____

All other California residents 6% Sales Tax _____

Total _____

Check Enclosed _____

Send to:

Name: _____

No./Street: _____

City/State/Zip: _____

90-DAY WARRANTY

Entex Industries warrants to the original consumer purchaser that this electronic game will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period, Entex will, at its option, repair or replace a defective game without charge after the game has been returned postage prepaid and insured with **proof of date of purchase** to Entex Industries, Repair Center, 303 West Artesia Boulevard, Compton, California 90220.

Games returned without proof of date of purchase or after the 90-day warranty period will be repaired or replaced with a reconditioned unit (at Entex's option) for a service charge of \$30.00. Entex is not obligated to repair or replace any games returned after one year from the date of purchase. If you return a game after one year from the date of purchase or Entex finds that the game has been abused, misused or altered, you will be advised of additional anticipated repair cost prior to commencement of any repair work.

This warranty gives you specific legal rights and you may have other rights that vary from state to state. This warranty is made in lieu of any other express warranty and does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in materials or workmanship. Entex's exclusive liability for defects in material and workmanship shall be limited to repair and replacement at an authorized Entex service station. Entex shall in no event be liable for incidental or consequential damages, although in states which do not allow the exclusion or limitation of incidental or consequential damages, the foregoing limitation or exclusion may not apply to you.

Packing and returning instructions:

1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to:
Entex Industries Repair Center
303 West Artesia Blvd.
Compton, CA 90220
3. Apply correct postage stamps, insure the unit; then mail.