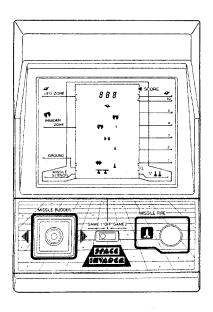
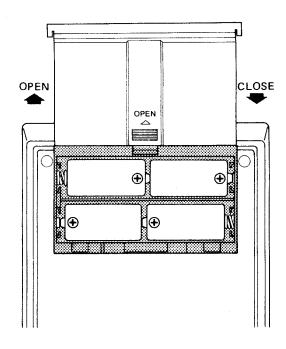
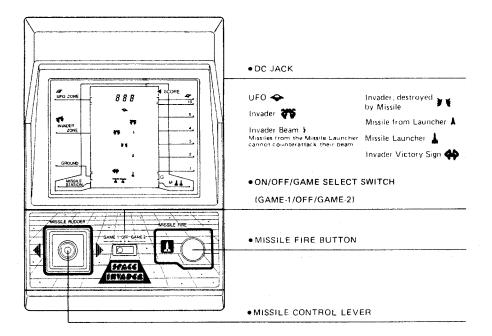
SPACE INVADER



POWER SOURCE



- When dry batteries are used:
- 1. Set ON/OFF switch to "OFF".
- Remove the lid of the battery case on the back side of the body by pusing it in the arrow-mark direction.
- Put 4 UM-2 (size "C") dry batteries in place confirming the position of their + - polarities in the case.
- For closing the lid set both ends of the lid in the grooves on the body and slide the lid in the arrow-mark direction.
- When AC adaptor is used:
- Buy the AC adaptor at the shop where you bought.
- Turn off the switch, and then insert the plug of AC adaptor into the jack on the top of the body.
- Insert the AC adaptor into your household plug consent.
- Ratings of AC adaptor used:
- Input power source voltage: AC100V, 50Hz, 60Hz.
- Output voltage: DC 6V.
- 3. Load current: 300 mA.
- 4. Plug diameter: 2.5 mm.
- 5. + -: The inside is + and the outside is -.



Attack as many Invaders and UFOs as you can within the limited time and score up to 1,000 points. Fire your Missiles to eliminate the computer controlled UFO and Invaders, while out-manoeuvering the Invaders' beams.

You score ten points for exploding a UFO and from one to five points for shooting down an Invader (depending on the Invader's position on the screen). Points scored are automatically accumulated on the display panel.

Each Player has 3 Missile Launchers in each game. When you reach 700 points, one Missile Launcher and 50 Missiles are given as a Bonus.

Your game is complete when

- 1. You score the maximum points (1,000).
- 2. Your 3 Missile Launchers are destroyed by Invader's beam.
- 3. The Invader captures your Missile Launcher.
- 4. When you have fired 250 Missiles.

HOW TO PLAY

- 1. Slide power On/Off switch to "On" position. The On/Off switch also acts as the game replay switch. To start a new game simply slide switch to "Off" and then to "On" again,
- 2. Move the Missile Launcher lever from side to side to aim at Invaders or UFO. The Missile Launcher expiodes when struck by Invader's beam.
- 3. Time your shots and press Missile Launcher button to shoot Invaders and UFO.

CAUTION

Replace batteries when the following occur.

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

As the electronic mechanism is very sophisticated, observe the following.

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

3