

CARTRIDGE NUMBER 15 - GALACTIC SPACE BATTLES

The 8 games on this cartridge use the joystick to control the Space Ships and the left hand number 8 button to fire the lasers or retro rockets. To start play set up your controls and console, as detailed in the console instructions, insert the cartridge, and switch the console on. Press the reset button and then touch the cycle button until the number of your game appears at the top of the Television Screen. Finally, press the function button to play. A time limit of 99 seconds is allowed on all games. When a game is finished the final score is displayed at the bottom of the screen.

GAMES 1 & 2 These games use the left hand joystick and number 8 button only. In game number 1 the Space ships move at a slower speed than in game number 2. The object of the game is to manoeuvre the Space Ships into your Laser Sights by using the left hand joystick control, and then destroy the Space Ships by using your Lasers by pressing number 8 button. Points are awarded as follows:

When Colour is Blue = 3 points When colour is Yellow = 1 point
When colour is Blue = 5 points When colour is Yellow = 3 points
When Colour is yellow only = 7 points

Whilst building your score the last object shown above will be firing its lasers at you. If it is not destroyed or out manoeuvred off the television screen it will then destroy you; and a point will be deducted from your score. The other objects must be destroyed before they become too large, otherwise they destroy you, and again a point will be deducted from your score.

GAMES 3 & 4 These games use the left and right joysticks, which control the position of the Space Ships and Moon respectively. Game 3 is for slow moving objects and game number 4 is for fast ones. The object of the game is to manoeuvre the Space Ship onto the Moon whilst firing the retro rocket button number 8 to slow the speed of descent. A point is awarded for each success or deducted for each failure. The right hand player will try to stop the Space Ship from making a successful landing by moving the Moon.

GAMES 5 & 6 These games use both joysticks to control the Space Ship and the left hand number 8 button to fire the Lasers. Game number 5 is for slow moving objects and game number 6 is for fast ones. The object of the game is for the left hand player to manoeuvre the Space Ship into his Laser Sight and destroy the Space Ship by firing his Lasers. For each success 7 points are awarded. The Right hand player will try to stop the destruction of the Space Ship by moving their joystick to keep the Space Ship out of the gun sights.

GAMES 7 & 8 Are similar to games 5 & 6. The difference being that the two Space Ships must be destroyed in the least possible time.

THE MANUFACTURER

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