

VIDEO GAME INSTRUCTIONS

**ARCADIA-2001™**

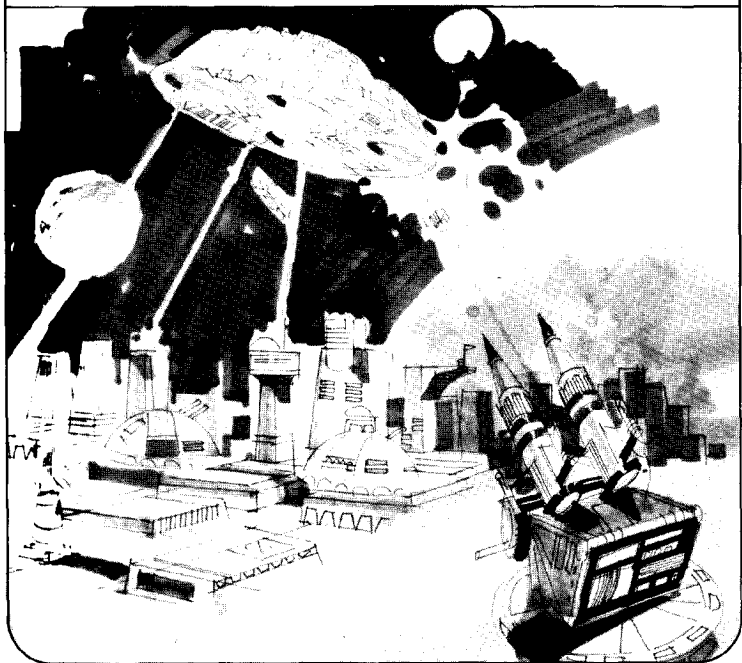


BY



*Emerson*

# Missile War™



CART. NO. 10

PART NO. 1010

## GENERAL

1. Be sure the POWER switch is in OFF position (RED POWER LITE OFF) when inserting or removing a game cartridge. This will prevent damage to your cartridge and console.
2. Insert mylar overlay into the controller keyboard.  
(See Figs. 1 & 2)
3. Insert cartridge into console (GAME NAME SHOULD FACE YOU).
4. Read this "OWNERS MANUAL" before playing game.
5. Refer to it for all necessary adjustments for best results.

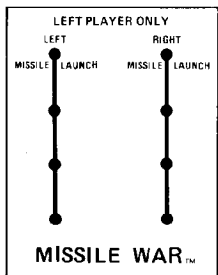


FIG. 1  
OVERLAY

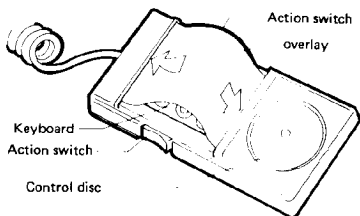


FIG. 2  
HOW TO INSTALL OVERLAY

## **II. OBJECT OF THE GAME**

1. The object of the game is to obtain as many points as possible.
2. Points are obtained by protecting your cities and missile launchers from enemy missile attack by launching your own missiles to destroy them before they can reach your cities and missile launchers.
3. Player starts with 4 cities and 2 missile launchers. Each launcher has 10 missiles. You also have a "laser marker" to aim your missiles.
4. If you succeed in blowing-up the enemy missiles, or if they fall harmlessly outside your cities, you will then be given time to "restock" your launchers with new missiles before the next attack. Your score will be calculated on how many cities you still have and how many missiles you have left unlaunched after the enemy attack stops.
5. When all your cities are destroyed, the game ends.

## **III. TO START THE GAME**

1. This is a 1 player game - use left controller.
2. Insert cartridge into console.
3. Press POWER switch to "ON" Position, the red POWER Light will be lit.
4. Press "RESET" button, the picture shown in Fig. 1 should appear on the screen.
5. Press "START" button to start the game.

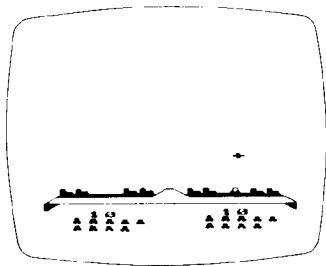


FIG. 3  
PICTURE OF GAME  
"RESET" PUSHED

#### IV. TO PLAY THE GAME

1. Once the game has started, an "attack warning" alarm is sounded and the enemy missiles begin to descend onto your cities.
2. Using the left joystick, maneuver your "laser marker" to a position just below an advancing missile.

Launch your missiles as follows:

- a. Left side missile launcher – press either button of left column (BUTTON # 1, 4, 7 AND CLEAR) on your controller.
- b. Right side missile launcher – press either button of right column (BUTTON # 3, 6, 9 AND ENTER) on your controller.

Playing tip: Don't waste your missiles by launching them at enemy missiles that will fall harmlessly outside your cities and launching sites. You get points for saving missiles. Also, don't forget to protect your missile launchers along with your cities.

3. If at least one of your cities survive the first attack your score will be calculated by the computer and you will get 10 new missiles for each launcher. A new attack will start but this time it will be faster. If you can go through this 2nd attack, much faster and severe attacks will be continued.
4. Play continuously until your cities are all destroyed.
5. Your scoring will be calculated only after each attack with at least one city surviving, otherwise, scoring will remain the same as of the previous attack.
6. If your score is the highest, the computer will place it on the upper right side of the screen.
7. To maintain high score on the screen, merely press "START" to start a new game. Pressing either "RESET" or "POWER" will erase the Hi score from the memory.

## **V. SCORING**

- |   |            |
|---|------------|
| 1. Each city remaining after an attack    | 200 points |
| 2. Each missile remaining after an attack | 50 points  |
| 3. Each enemy spotter plane destroyed     | 500 points |