

Tunix

VIDEO GAME CARTRIDGE

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Tunix

SPACE ATTACK™



Cartridge No. 1

Part No. 826002

INSTRUCTIONS

- 1 Read your 'Owners Manual' before playing the game.
- 2 Refer to it for all necessary adjustments to achieve the best results.
- 3 Always push the power switch to off (red power light off) when inserting or removing a game cartridge. This will prevent damage to your cartridge or console.
- 4 Insert cartridge into console (game name should face you) and push firmly into position.
- 5 This game uses right hand controller only.

WHAT THE GAME IS ALL ABOUT

- 1 The purpose of the game is to score as many points as possible.
- 2 Points are gained by shooting down the invading enemy space ships with your missiles.
- 3 Push "Select" button for either:-
"Play Mode" – This means you can play and try to obtain the highest score or
"Demonstration Mode" – This means the computer will automatically demonstrate how the game plays.
Note, the mode is indicated by either a "P" or "D" in the bottom right hand corner of the T.V. screen.

HOW TO PLAY THE GAME

USE RIGHT HAND CONTROLLER ONLY!!

- 1 After inserting the cartridge, push 'Power' switch on (red lamp should light).
- 2 Press 'Reset' – the picture shown in Fig. 1 should appear on the screen.

3 Push 'Start' – the enemy space ships will move and fire rockets at your missile launcher. Some of the enemy space ships will fly directly at your missile launcher.

4 Avoid the incoming rockets and the enemy space ships by moving your missile launcher to the left or right using the disc or joystick control.

5 Fire your missiles at the enemy space ships by pressing the fire button on the side of your controller or keyboard button No. 2.

6 When your missiles have shot down all the enemy space ship's rocket, or a collision, wipes out your missile launcher, another missile launcher will automatically appear. You start with 3 missile launchers. The number of missile launchers you have left is shown at the bottom right hand corner.

7 The game ends when all your missile launchers are destroyed, or your energy power (greenline) shrinks till you have no energy left.

8 When your missiles have shot down all the enemy space ships, a new squadron of space ships will appear for you to shoot at.

9 You receive extra missile launchers as a bonus if you reach 5000 points.

SCORING SUMMARY

	Within Formation		When Flying At Your Missile
1st Row (Red)	x x	60 Points	200 Points
2nd Row (Red)	x x x x x	50 Points	100 Points
3rd Row (Red)	x x x x x x x	40 Points	80 Points
4th Row (Green)	x x x x x x x x x	30 Points	60 Points
5th Row (Red)	x x x x x x x x x	30 Points	60 Points
6th Row (Gold)	x x x x x x x x x	30 Points	60 Points

NOTE:

If the final score is the highest achieved, it will automatically transfer to the upper right hand side score when the "Start" button is pressed for a new game. If it is not the highest score it will disappear. You will erase the Hi score if you push the 'Power' button or the 'Reset' button.

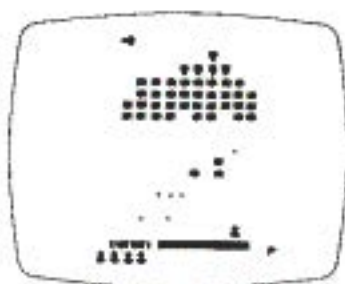


FIG. 1 (picture of enemy position at start)