

DATABASE CARTRIDGES

- No. 1 AIR SEA
- No. 2 BLACKJACK
- No. 3 BAT & BALL
- No. 4 ROAD RACE
- No. 5 TANK & PLANE
- No. 6 MATHEMATICS 1
- No. 7 MATHEMATICS 2
- No. 8 SHOOTING GALLERY
- No. 9 BRAIN DRAIN
- No.10 MAZE
- No.11 HORSE RACE
- No.12 CIRCUS
- No.13 BOXING
- No.14 FOUR-IN-A-ROW
- No.15 SPACE BATTLE — available early 1981
- No.16 EARTH INVASION — available mid 1981
- No.17 GOLF — available mid 1981
- No.18 BOX CLEVER — available late 1981
- No.19 TREASURE HUNT — available late 1981
- No.20 ARCADE — available mid 1981
- No.21 MUSICAL MEMORY — available late 1981

DATABASE and DATABASE CARTRIDGES are manufactured by:- VOLTMACE Ltd., Park Drive, Baldock, Herts.

VOLTMACE

DATABASE GAMES CARTRIDGE

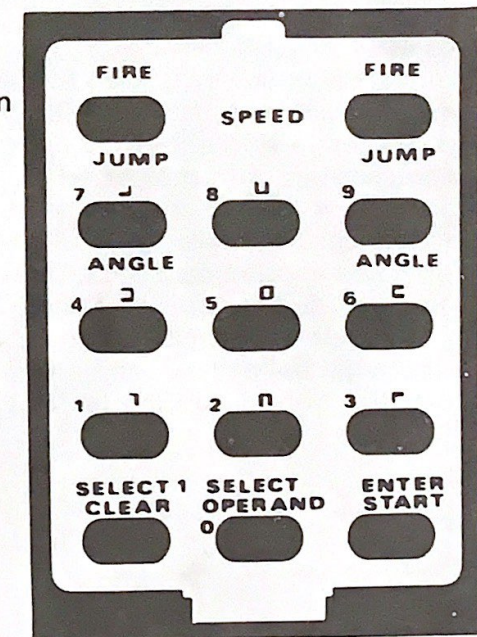
CHANGING THE CARTRIDGE

Set up the DATABASE game as per the DATABASE instruction manual. Switch off, unplug the previous cartridge and plug in the new game. Switch on, press RESET PROGRAM, then SELECT GAME until the game number that you require is displayed on the screen. Press START GAME to begin the game or to start another game the same.

N.B. Certain games such as MATHS or BLACKJACK have a different start procedure. Check the game instructions overleaf if the game start procedure does not appear to be working correctly.

If you have one of the DATABASE games that does not have the cream coloured overlays permanently fitted to the hand controls then take any two from one of your earlier cartridges and slip them onto the handcontrols.

The pushbutton notation referred to in these instructions is as the diagram opposite. **NEVER USE THE HANDCONTROLS WITHOUT THESE OVERLAYS AS THEY ARE NEEDED TO ENSURE LONG LIFE FOR THE PUSH-BUTTONS.**



CARTRIDGE No.16: EARTH INVASION

Set up your DATABASE game as per the game instructions or change the cartridge and follow the standard cartridge set up procedure as described on the front of these instructions.

There are 16 games on this cartridge. 8 (odd numbered games) for single player and 8 (even numbered games) for two players. Single player games use the left hand control only. In two player games the left hand player goes first until they lose one launcher. There will then be a short pause before the right hand player can continue until he loses a launcher and so on. If one player lets the aliens get too low then their game is finished and the other player can continue until he does the same or loses all his missile launchers. When a missile launcher is lost the score so far for that player is displayed at the top of the screen or at any time in the game the score can be displayed by pushing any of the left hand column of buttons on the handset in use.

To save the world from the aliens you have three mobile missile launchers stored in a bunker off the screen to the left. Use the joystick control to bring a missile launcher out onto the battlefield and then use the yellow buttons or the top centre green button on your handset to launch the missile. Only one missile can be fired at a time and another cannot be fired until the previous one has exploded or gone off the screen.

The aim of the game is to destroy as many aliens as you can to get the highest score. You lose a missile launcher if the alien bombs hit your launcher. At that time there will

be a brief stop, with your score displayed at the top. Then when the game resumes you must bring another launcher in from the bunker. The game ends after the third missile launcher has been destroyed by the aliens or if the aliens are allowed to get too low. Direct hits on aliens score 1 point for the lowest, 3 points for the middle and 5 points for the highest row. There is also a UFO which appears occasionally and scores extra points if destroyed. If you destroy enough aliens and score over 250 points then you make enough time for reinforcements to be brought up and get an extra missile launcher. Note that a missile can not be fired whilst the previous missile is still in flight.

GAMES	1 & 2	STANDARD GAME
GAMES	3 & 4	STANDARD SPEED with GUIDED MISSILES
GAMES	5 & 6	FASTER GAME
GAMES	7 & 8	FASTER GAME with GUIDED MISSILES
GAMES	9 & 10	STANDARD SPEED with NO DEFENCE SHIELDS
GAMES	11 & 12	STANDARD SPEED, NO DEFENCE SHIELDS with GUIDED MISSILES
GAMES	13 & 14	FASTER SPEED with NO DEFENCE SHIELDS
GAMES	15 & 16	FASTER GAME, NO DEFENCE SHIELDS with GUIDED MISSILES