Arcadia-2001 By Emerson
Video Game Instructions

SPACE RAIDERS (tm)

CART NO. 5   PART NO. 1016

I. 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 each 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.

        [SPACE RAIDERS Overlay pic]   [SPACE RAIDERS Overlay pic]
               FIG. 1A   FIG. 1B
                              OVERLAYS

     [Close-up pic of overlay installation onto controller]
                           FIG. 2
                   HOW TO INSTALL OVERLAY

II. OBJECT OF THE GAME

1. The object of the game is to score as many points as possible.
2. Points are achieved when the Spacefighter destroys the mutants,
    flying saucers and missile launching bases. (PLEASE REFER TO
    SCORING AT THE LAST PAGE).
3. The player controls the motion of the Spacefighter up and down
    as well as left and right by using the control disc/joystick (see
    FIG. 3).   When controlling the Spacefighter in sideward motion, an
    accelerating sound can be heard and a propelling flame will
    appear at the end of Spacefighter.

                             CLIMB

        LEFT   CONTROLLER   RIGHT
        MOTION   DISC   MOTION

                            DESCEND

                            FIG. 3

4. There is a digital energy meter on the upper middle portion
    of the screen. It starts at 50 and count down for every
    Spacefighter. Five Spacefighters are provided for each game.
    The number of the Spacefighers left appears on top of the screen
    next to the energy meter. If Spacefighter runs out of energy and
    can not be re-energized and when the energy meter drops to zero,
    it will explode. When all your Spacefighters are destroyed, the
    game is over.
5. The Spacefighter can be destroyed by the mutants, flying
    saucers and energy bombs from flying saucers and missiles and
    bombs from the missile launcher bases. If colliding with
    them, however, it may shoot them down by using the laser gun.
6. To re-energize, the Spacefighter has to paralyse the missile
    protected energy station which sometimes appears at the
    bottom of screen (see FIG. 4).   By bombing the two missile

launching bases they will turn into deep blue color that means
they are being PARALYSED. The Spacefighter then may
land onto the energy station for re-energizing but still watching
out for bombs from flying saucers. After re-energized, the
Spacefighter has to fetch another or the same energy station
which will appear after certain distance. Sometimes it will
not appear on the screen until the Spacefighter travels certain
distance in one direction. When all your Spacefighters are
destroyed, the game is over.

    [Space Raiders Screenshot]
          FIG. 4

III. TO START THE GAME

1. Press "POWER" switch to ON position, the red POWER light
    will be lit.
2. Press "RESET" button, the screen will have a blue colored
    bar across the top edge with a dark background.
3. Press "START" button to start the game.

IV. TO PLAY THE GAME

1. After pressing the "START" button, numbers should appear
    inside the blue colored bar.   THIS IS A SINGLE PLAYER
    GAME, USE ONLY THE LEFT HAND CONTROLLER FOR
    GAME.
2. The Spacefighter will appear after depressing any "FIRE" key
    on keyboard or squeezing any Action Switch located at the side
    of the hand controller.
3. To move the Spacefighter, press control disc (or move joystick)
    towards the desired direction (see FIG. 3)
4. To fire the laser gun, press any "FIRE" key on keyboard or
    squeeze either Action Switch at the side of hand controller, shots
    from laser gun will be directed to left or right according to the
    direction of Spacefighter.
5. To bomb the missile launching bases, press any "DROP BOMB"
    key on keyboard. The paralysing bombs can destroy missile bases
    only. They cannot destroy mutants, flying saucers or energy bombs.
6. For re-energizing, the Spacefighter has to be maneuver to the
    peak of the "PARALYSED" energy station (see FIG. 5) and
    stop there until re-energizing is finished or as long as possible
    before being attacked by flying saucers. Each Spacefighter can
    be re-energized as many times as possible from the energy
    stations, however energy level will not resume to its original
    level. For re-energizing, the energy level can reach back only
    up to 40 at the first station, for second station it will be up to
    30, and for the third station onward, maximum energy level
    for the Spacefighter can only be up to 20 after fully re-energized.

    [Space Raiders Screenshot]
          FIG. 5

7. Scoring will be obtained by destroyed mutants, flying saucers
    and paralysing missile launching bases. Scoring will be calculated
    by the computer and recorded at the upper left corner of screen
    inside the blue colored bar.
8. Repeat Step 2 procedure whenever the Spacefighter is being
    destroyed, the total number of Spacefighters left is shown just
    beside the energy level meter.
9. When the game is over, the color of screen will change to brightness
    and the blu&olored bar changes into red. If the scoring is highest,
    it will be transferred automatically to the upper right corner inside

the color bar until another higher score is being achieved.
10. To maintain highest score on the screen, merely press "START"
    button for the next game. Do not depress "RESET", otherwise
    highest score will be wiped out.

V. TO FREEZE THE GAME

1. This game has a freezing ability so that you may FREEZE the
    game whenever necessary until you come back to it again. USE
    RIGHT HAND CONTROLLER FOR FREEZING OR
    UNFREEZING ACTION.
2. To FREEZE the game, press any FREEZE key (see FIG. 1B)
    on keyboard and all action will be freezed including the sound
    Decrease the volume level of your TV if necessary.
3. For UNFREEZE function, press any UNFREEZE key (see FIG.
    1B) on keyboard and action will be resumed immediately. If
    volume has been decreased while freezing, be sure to increase
    the volume of TV back to desired level before unfreezing
    the game.

VI. SCORING
     Each Mutant destroyed   5 points
     Each Flying Saucer destroyed   20 points
     Each Missile Launching Base paralysed   10 points

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