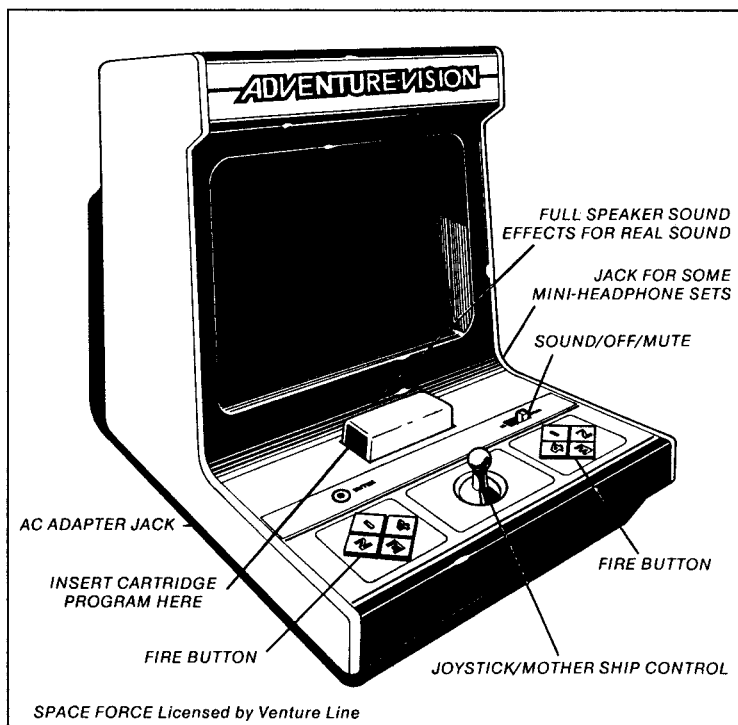


No. 6078

ARCADE

# ADVENTURE VISION™ SPACE FORCE™



© 1982 ENTEX INDUSTRIES, INC., COMPTON, CA 90220  
SOME PARTS OF CARTRIDGE MADE IN TAIWAN/LITHO IN USA/PATENT PENDING

## **CAUTION - BEFORE INSERTING SPACE FORCE CARTRIDGE PLEASE READ GENERAL ADVENTURE VISION INSTRUCTIONS.**

Welcome to the exciting world of ENTEX new tabletop cartridge game system. Adventure Vision is a totally new and unique concept in personal graphics display. It utilizes computer age solid state electronics, and through its special viewing screen system places 6,000 separate and distinct light locations for a graphics display that is virtually unequaled.

The Space Force cartridge is patterned after the world famous Space Force video arcade machine by VENTURE LINE. Before you play this sophisticated game, please read all instructions, then follow these easy steps.

### **1. CARTRIDGE INSERTION**

Turn game to off. Insert Space Force cartridge in the Adventure Vision port.

### **2. OBJECT OF THE GAME**

The object of Space Force is to score as many points as possible while repelling attack wave after attack wave of evil alien space ships. Unfortunately, the battle takes place in a meteor shower. You are in command of the Mother Ship and your phaser cannon can rotate 360°. It is your mission to shoot your way through the meteor shower and then kill as many alien space ships as possible.

### **3. CONTROLS**

#### **A. SOUND/OFF/MUTE**

SOUND turns the game on and engages the speaker for a wide variety of sound effects. MUTE enables the game to be played with no sound coming through the main speaker.

#### **B. JOY STICK**

Pushing the JOY STICK to the left rotates the phaser cannon on the Mother Ship counter clockwise. Pushing the JOY STICK to the right rotates the phaser cannon on the Mother Ship in a clockwise direction. Pushing the JOY STICK forward causes the Mother Ship to thrust in the direction indicated by the phaser cannon. Pulling the JOY STICK back reverses the direction of the phaser cannon 180°. If, for example, the cannon is in the 12 o'clock position, pulling back on the JOY STICK instantly moves the cannon to the 6 o'clock position.

#### **C. BUTTON 2**

Button 2 is used to set Adventure Vision for a single player.

#### **BUTTON 1**

Button 1 is used to set Adventure Vision for 2 player alternate play.

#### **BUTTON 3**

Button 3 initiates the firing sequence and causes a phaser blast to shoot in the direction indicated by the cannon.

#### **BUTTON 4**

Button 4 is not used in this game.

## 4. POINT SCORING

Points are scored with each meteor destroyed.

Meteor Size:	(Largest)	20*
	2	50*
	3	80
	4	110
	5	140
	6	170
	7 (Smallest)	200

Note: Each time a meteor is hit it will either split into two equal parts or disappear off the screen. In the first "round" of play (before you clear the screen of attacking meteors), when a large meteor is hit it will split into two smaller parts. When you hit the "parts", they will disappear. Play gets progressively more difficult in each succeeding "round." In the second "round," when you hit the split-meteors, they split again and you must then hit the "parts" to make them disappear. In the third "round," you hit the initial meteor, it splits, you hit each "part," they split, and then you must hit the small pieces for them to disappear. This same process goes on until you reach the smallest meteors in "round" 7. Point values for destroying meteors are listed above.

Alien attack ships — Large Xenac attack ship — 200 points  
Small Zeral attack ship — 1000 points

## 5. GAME STATUS DISPLAY

The game status display appears after each Mother Ship is destroyed. It shows the score for one or two players and the number of Mother Ships remaining. A new Mother Ship is awarded at each 10,000 points scored.

## **6. TWO PLAYER ALTERNATE GAME MODE**

Before each game, the player must choose the game mode desired. "Player ?" will appear in the center of the display at which time the (2) button can be pressed to select single player mode or the (1) button can be pressed to select the two-player mode. In two player mode, player one is always first and the display will show which competitor is to play each time a Mother Ship is destroyed.

## **7. STRATEGY**

As mentioned earlier, the object of Space Force is to score as many points as possible by destroying aliens and meteors. Space Force is a high action, high speed game that requires both skill and coordination. Just rotating the cannon and shooting it randomly will insure quick destruction of the Mother Ship. When you first begin to play, get used to maneuvering at a slow speed. This is accomplished by pressing the JOY STICK forward which will thrust the Mother Ship in the direction of the phaser cannon. Keep in mind, the object is to score points and the little space ship is worth a thousand points. Also learn the sound effects, as the appearance of an alien ship is accompanied by its firing at you. Good hunting!

## **8. END OF GAME**

At the beginning of the game, you have 5 Mother Ships and as mentioned earlier, an additional Mother Ship is gained with each 10,000 points scored. The game is over when all Mother Ships are destroyed.

If additional **ADVENTURE VISION** cartridges are not available in your area, you may order these, all based on exciting arcade games:

**TURTLES™** - The exciting game of chase and rescue.

**SUPER COBRA™** — You're the pilot of a super chopper on a mission to the secret enemy base.

Cartridges come complete with playing instructions.

**ORDER FORM**  
**HELEN PARTS**  
**ENTEX INDUSTRIES, INC.**

303 West Artesia Blvd.  
Compton, CA 90220

Please send me the following Adventure Vision game cartridges:

	Price	Quantity	Total
No. 6077 Adventure Vision <b>SUPER COBRA™</b>	\$18.00	_____	_____
No. 6076 Adventure Vision <b>TURTLES™</b>	\$18.00	_____	_____

(Price includes postage and handling)

L.A. County res. add 6-1/2% sales tax. All other Calif. res. add 6%. \_\_\_\_\_

Total \_\_\_\_\_

Check Enclosed \_\_\_\_\_

Send to:

Name \_\_\_\_\_

No./Street \_\_\_\_\_

City/State/Zip \_\_\_\_\_

## 90-DAY WARRANTY

Entex Industries warrants to the original consumer purchaser that this electronic game and cartridge will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period, Entex will, at its option, repair or replace a defective game without charge after the game has been returned postage prepaid and insured with proof of date of purchase to Entex Industries, Repair Center, 303 West Artesia Boulevard, Compton, California 90220.

Games returned without proof of date of purchase or after the 90-day warranty period will be repaired or replaced with a reconditioned unit (at Entex's option) for a service charge, as follows:

Adventure Vision and one cartridge	\$40.00
Adventure Vision unit only	\$32.00
Adventure Vision cartridge only	\$ 8.00

Entex is not obligated to repair or replace any games returned after one year from the date of purchase. If you return a game after one year from the date of purchase or Entex finds that the game has been abused, misused or altered, you will be advised of additional anticipated repair cost prior to commencement of any repair work.

This warranty gives you specific legal rights and you may have other rights that vary from state to state. This warranty is made in lieu of any other express warranty and does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in material or workmanship. Entex's exclusive liability for defects in material and workmanship shall be limited to repair and replacement at an authorized Entex service station. Entex shall in no event be liable for incidental or consequential damages, although in states which do not allow the exclusion or limitation of incidental or consequential damages, the foregoing limitation or exclusion may not apply to you.

Packing and returning instructions:

1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to:  
Entex Industries Repair Center  
303 West Artesia Blvd.  
Compton, CA 90220
3. Apply correct postage stamps, insure the unit; then mail.