



MISSION SURVIVE



VIDEO GAME INSTRUCTIONS

GAME SCENARIO

You're in command of the last all-terrestrial Battle Speedster. The enemy is all around you dropping smart bombs, blasting your roadway and throwing up obstacles to challenge your skill and test your will to survive.

You're equipped with an unique set of drive controls that allow you to instantly train and fire your laser weapon and manoeuver your Speedster like never before.

The action gets faster and faster. You test every video skill you know, plus invent a few new ones, but survive you will

SETTING UP

Always insert cartridge with console power off.

Securely connect left joystick. Hold joystick with "Jump" ("Fire") button on upper left hand corner as shown.

When power to the game console is turned on, a portion of the game display can be seen in motion. The left number, which will be zero at the start of play, is your score. The right number tells the player which game level is selected.

Game Select Switch

Mission Survive is a 8 part game. By depressing the game select switch you can choose which part of the game will be played first. If you hold the switch down, the selections will automatically cycle. The game will update to the next higher level after all alien spacecraft in that section of the game are destroyed.

Left Difficulty Switch

You can select the number of alien spacecraft in each wave. Position A provides 16 alien spacecraft and position B provides 8 alien spacecraft.

Right Difficulty Switch

This switch can be used to stop the game (time out) at any time by placing it in the B position. To continue the game play, return the switch to A position.

TV Type Switch

This switch has no effect on this cartridge.



Fire upward

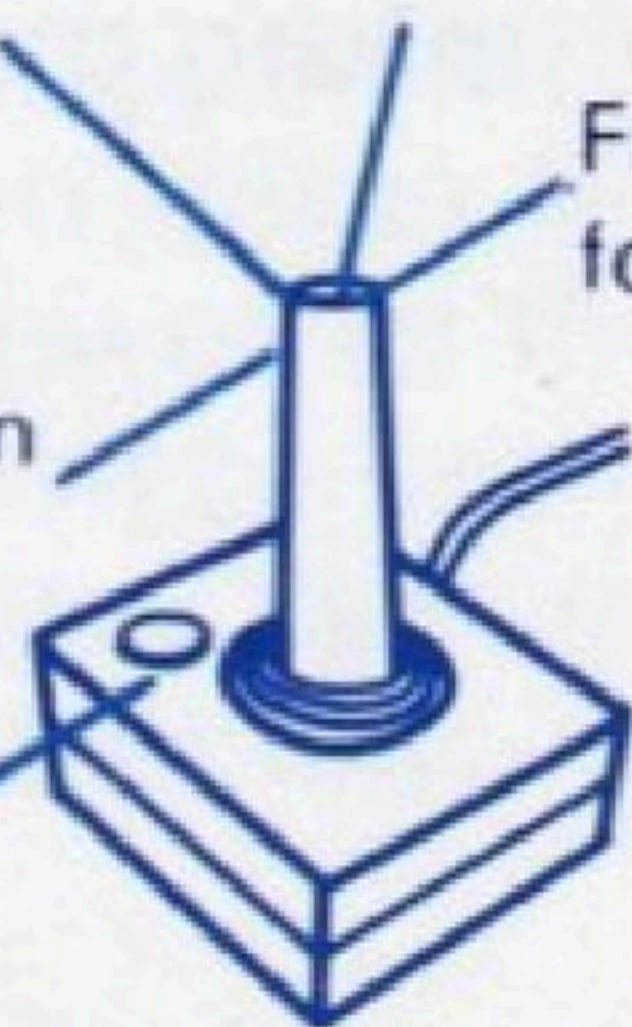
Fire right and upward at same time

Fire to right and speed up forward motion

Slow down

To game console

Jump

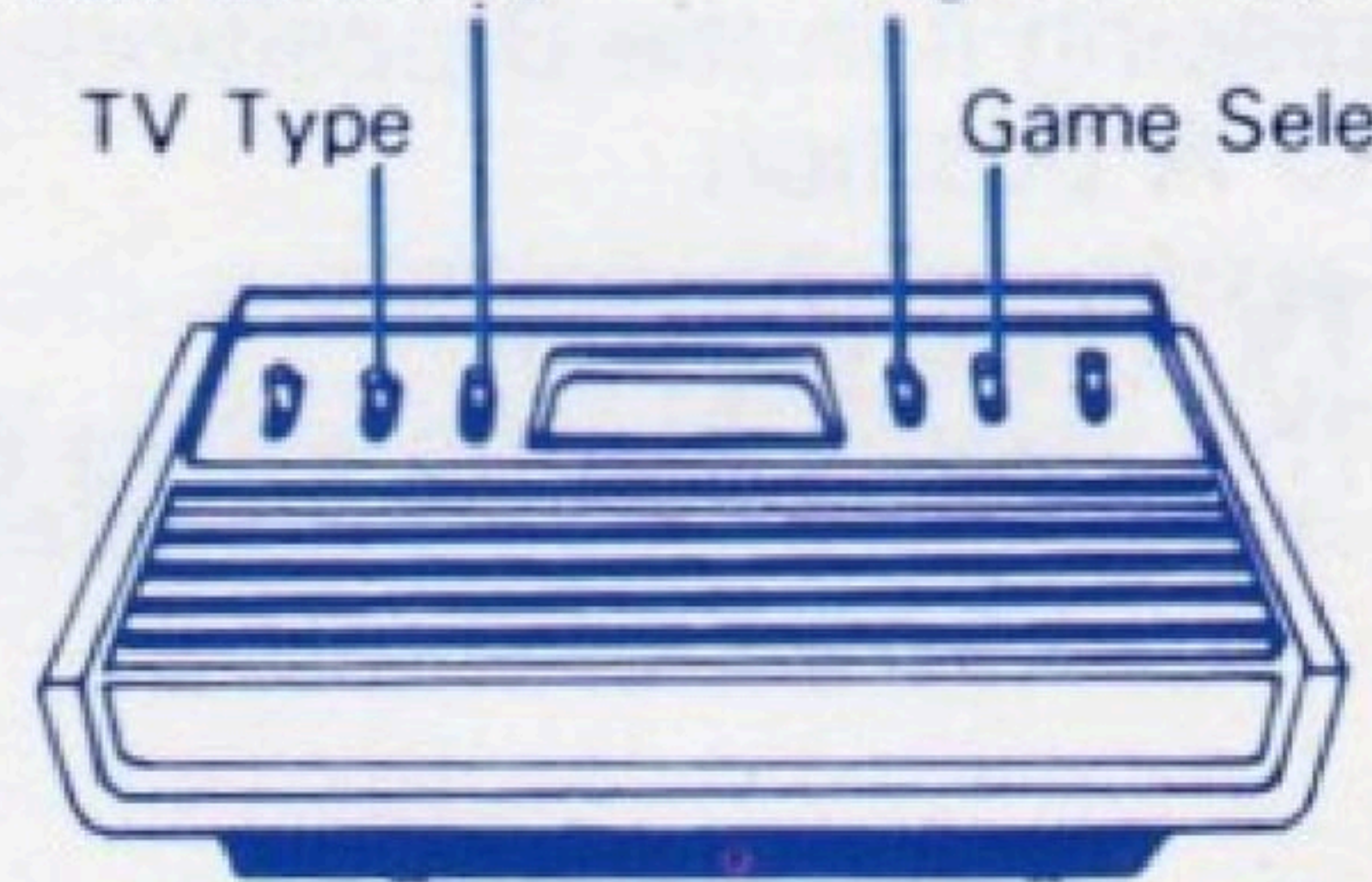


Left Difficulty

Right Difficulty

TV Type

Game Select



PLAYING

To start the game press the button on the joystick (or the game reset button on the console). Three alien spacecraft will patrol the upper part of the screen. They will drop two types of bombs. The white bomb will not penetrate the terrain but the pink bomb will, causing the huge crater. The terrain surface moves from right to left to create the illusion that the vehicle is travelling forward. By moving your joystick as shown in the figure, you will evade and intercept incoming bombs, shoot alien spacecraft and destroy the approaching defence shields.

When an incoming bomb crater approaches, you can move your vehicle over the hole by pressing the fire button. Your vehicle speeds up and passes over the crater.

After completion of each wave, by destroying all alien spacecraft, you proceed to the next higher level with automatic increases in speed.

SCORING

You can score points in two ways. First by destroying the alien spacecraft and second, by destroying the enemy defence shields. At the end of each wave, you are given bonus point for every shield you destroy.

Bonus

If you successfully complete a wave without being hit by a bomb, crashing into a obstacle or falling into a crator, you earn a bonus life.

Game level	Points of each spacecraft	Point of each obstacle
1	10	1
2	10	2
3	15	2
4	20	3
5	25	3
6	30	4
7	35	4
8	40	4

Proficiency Ratings

Scoring	Ratings
3,000	poor
5,000	good
10,000	excellent
15,000	great

Note: If you score over 9999 points, the counter will cycle to zero and begin counting up again. To compute your final score, just add 10,000 to the score shown.

High Score Memory

At the end of each game the highest score will be shown at the bottom of the screen alternating with the VIDEO GEMS logo. The high score memory keeps the highest recorded score during the time of active play. Turning the main power switch off will result in the loss of this memory.

HELPFUL HINTS

Try and survive as long as you will.

You can control part of the vertical (upward) shots by moving joystick left/right.

WARRANTEE

In lieu of any other expressed warrantee by distributors or retailers Video Gems warrants to the original consumer purchaser of this Video Gems game cartridge that it will be free from defects in materials and workmanship for 90 days from the date of purchase. If this cartridge is discovered to be defective within the warranty period, Video Gems, at its option, will repair or replace this cartridge free of charge, upon receipt of the cartridge, postage prepaid, with proof of date of purchase, at the following location:

VIDEO GEMS

G.P.O. Box 13014, Hong Kong.

This warranty is limited to electronic and mechanical parts contained within the cartridge. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through, or the cartridge shows signs of, misuse, excessive wear, modifications, or tampering.

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