

Space Raiders (USA, Europe).txt

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 paralyzing 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 paralyzing 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 blue colored bar changes into red. If the scoring is highest, it will be transferred automatically to the upper right corner inside

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- 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 frozen 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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