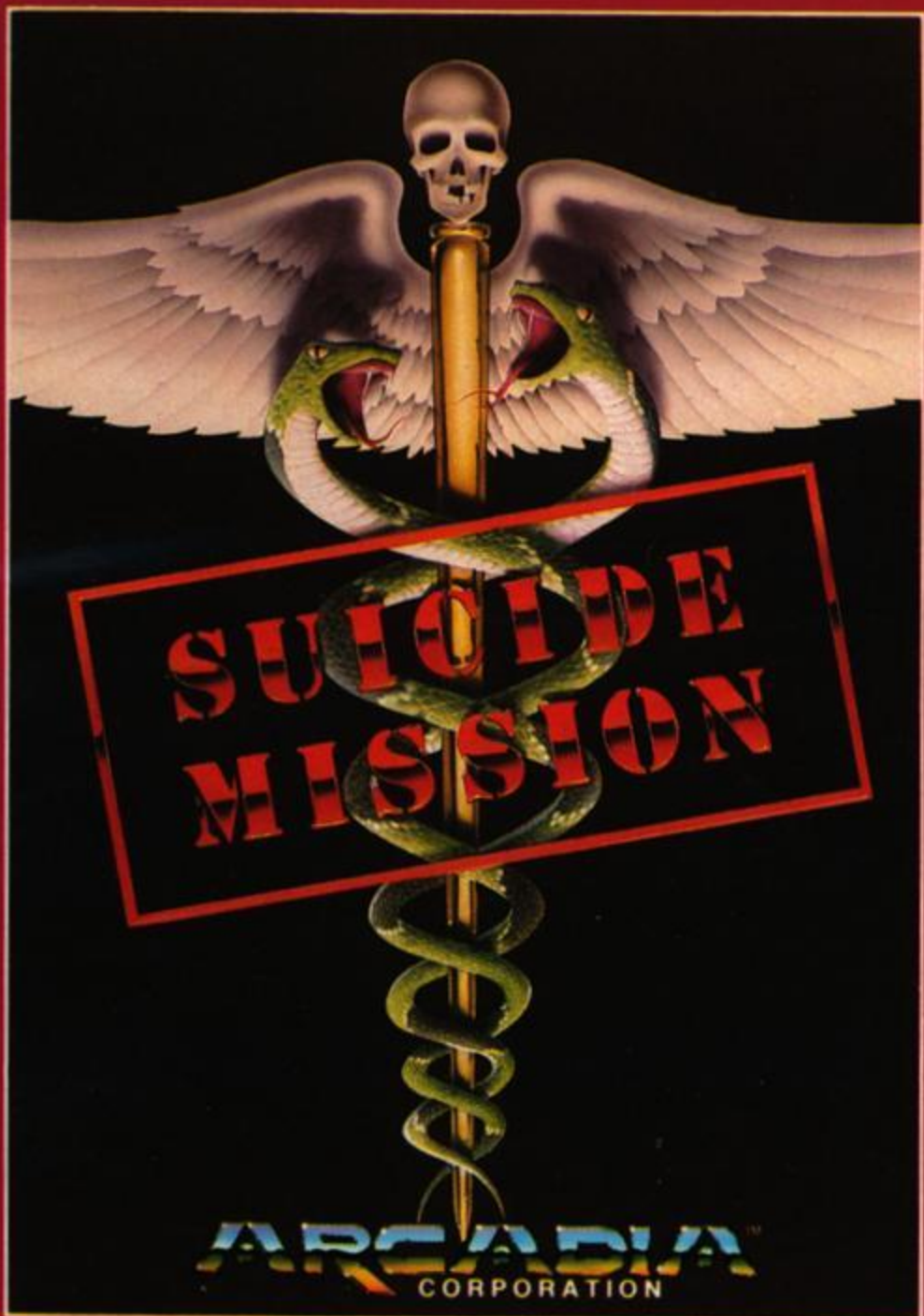


4

How to Play



**SUICIDE
MISSION**

ARCADIA
CORPORATION

How to Supercharge your Video Game System.

- Set up your Atari® Video Computer System™ (or just about any game system that takes Video Computer System™ game cartridges) according to manufacturer instructions. The game uses joystick control.
- Make sure the power switch is OFF, and insert the Arcadia™ Supercharger™ with label up. Be careful not to force it or insert crookedly.
- Connect the plug on the end of the Supercharger™ cable to the earphone jack of any cassette recorder/player. The earphone jack may also be labeled "monitor," "mon.," "ear," or "output."*
- Turn the power switch of the game system ON. The TV screen should read "REWIND TAPE, PRESS PLAY." If not, turn the power off and check to make sure the system is properly hooked up and the Supercharger™ fully inserted.
- Insert the SUICIDE MISSION™ cassette, label side up, into the cassette player. Turn the volume and tone controls about halfway up.

*If you use a large cassette deck with a "phone" type earphone jack, you may purchase an adaptor at most electronics specialty stores.

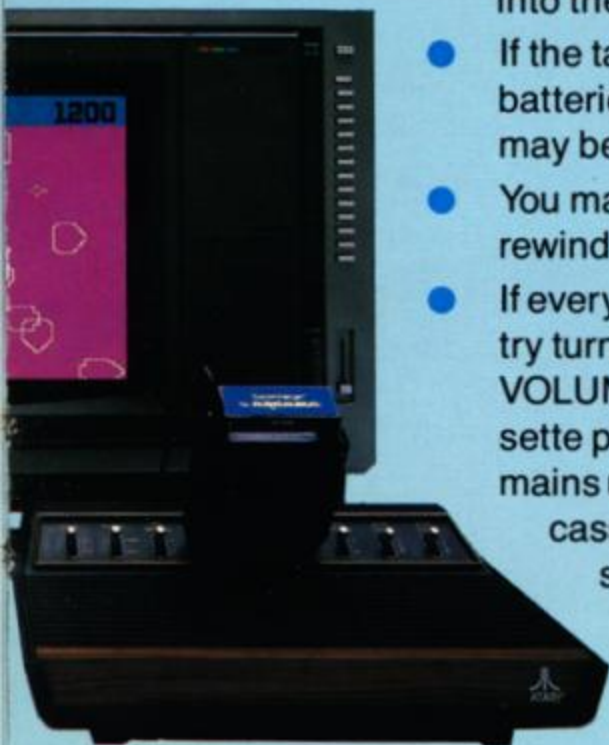


- Press REWIND and wait until the tape stops moving. Now press PLAY.
- In a few moments, you will hear the sounds of the game loading and see colored panels fill the screen. A moment later "STOP TAPE" will appear, and you'll be ready to play SUICIDE MISSION.™



If you have trouble...

- If the tape player makes a screeching noise, you have not plugged the Supercharger™ cable into the "earphone" jack.
- If the tape doesn't move, the batteries in the cassette player may be too weak.
- You may have forgotten to rewind the tape completely.
- If everything else seems OK, try turning up the TONE and VOLUME controls on the cassette player. If the screen remains unchanged, remove the cassette, turn it over (label side down), rewind it, and press PLAY.



SUICIDE MISSION™

The Battleground: A growing abscess, perilously close to a human heart. An invasion of lethal virus, multiplying faster than the body's warrior leukocytes can destroy them.

Your Mission: Shrink down, down, down. Smaller than a speck of dust. Board a microscopic submarine. And navigate through the bloodstream until you encounter your deadly foes. Any volunteers?

A Million To One: Those are the odds against you. Even though you're fast, tough, and smart. You're simply outnumbered. And the enemy is tough.

The Bad Guys: Fiendish virus. Tough to kill, too. A direct hit with a penicillin torpedo divides the colony. Hit again, and they divide into creepy little virus. A third blast pulls their plugs for good.

Most of them just cruise along attacking their host's cells. But watch out for a particularly nasty number who goes straight for your throat.



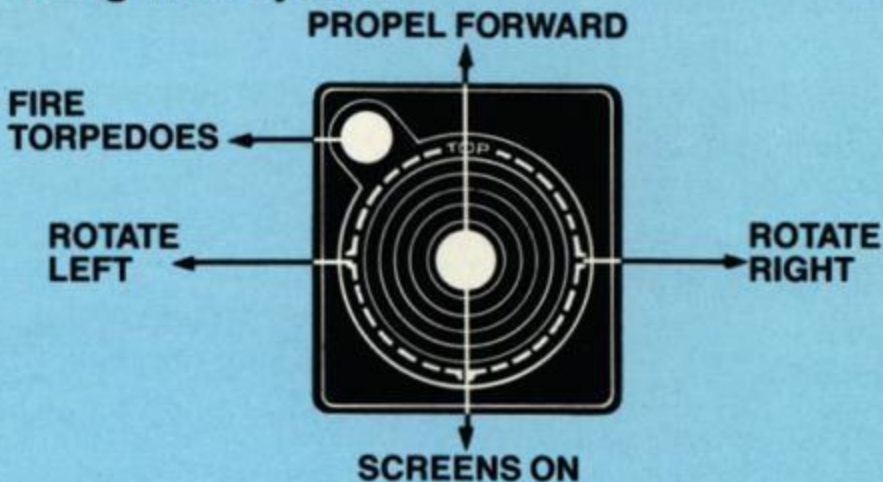
Starting A Game

Press select to choose the number of players and the easy, medium, or hard options.

The DIFFICULTY SWITCHES determine shooting style. "A" gives you single torpedoes, "B" gives you salvos. The left difficulty switch is for player number one, the right switch for player number two.

To start the game press game reset.

Using The Joystick



Screens

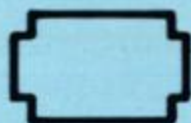
Tugging back on the joystick turns screens on. But in so small a submarine, the screens only last a few seconds. Hold them on too long, and they will heat up causing you to vaporize all of the virus — along with yourself! To avoid this, allow the screens to cool between use.

Difficulty Options

- | | |
|--------|--|
| Easy | This is the place to start. |
| Medium | Your screens will heat up faster. |
| Hard | The current keeps your ship always moving. |

Scoring

Viral Colony 30 Points



Sub Colony 60 Points



Creepy Crawling Virus 100 Points



Deadly Little Virus 150 Points



Bonus Submarines

Easy

One for every 20,000 Points

Medium

One for every 80,000 Points

Hard

One for every 20,000 Points

Supercharged Game Previews

To get a preview of other great Arcadia™ games, follow these simple instructions:

- When loading SUICIDE MISSION™, be sure to push the STOP button on your cassette player as soon as the TV screen fills with colored panels and the "STOP TAPE" message appears.
- Don't rewind the tape. When you're ready for a preview, flick the power switch on the game system OFF, then ON again.
- The TV screen should read "REWIND TAPE, PRESS PLAY." *Don't* rewind the tape. Simply press PLAY. As soon as the "STOP TAPE" message appears, press STOP.
- You'll see a "self-play" preview of one exciting Arcadia™ game. You can't actually play it (so don't bother pressing any more switches), but you can appreciate the great graphics and game action.
- To see the next game preview, simply repeat the above instructions. When no more games appear, you have seen all the previews on your cassette.

Repair Service

Should your SUPERCHARGER™ require service after the ninety day limited warranty period, a charge of \$15 will be assessed to restore it to full working condition. Send the SUPERCHARGER™ unit, shipping prepaid, to:

ARCADIA™ SERVICE CENTER
324 Martin Avenue
Santa Clara, CA 95050

Limited 90 Day Warranty

SUICIDE MISSION™

ARCADIA CORP. warrants to the original purchaser of this ARCADIA™ product that it will be free from defects in materials and workmanship for ninety days from the date of purchase. If this product is discovered to be defective within the warranty period, return to place of purchase for replacement.

This warranty is limited to electronic and mechanical parts within the product. 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 product shows signs of, misuse, excessive wear, modifications, or tampering.

THIS WARRANTY IS IN LIEU OF ALL OTHER EXPRESSED WARRANTIES OR REPRESENTATIONS. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE LIMITED TO A PERIOD OF NINETY DAYS FROM THE DATE OF PURCHASE. ARCADIA™ IS NOT LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM BREACH OF ANY EXPRESSED OR IMPLIED WARRANTIES ON THIS PRODUCT.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the limitations or exclusions set forth may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

ARCADIA™ takes pride in providing you the finest, most challenging video games available today. We welcome your comments and suggestions for ways to make our game selection even more enjoyable. Please write to: ARCADIA™ CONSUMER AFFAIRS DEPT., P.O. Box 2070, Saratoga, CA 95070.

ARCADIA™
CORPORATION
ARCADE ACTION COMES HOME™

Atari® and Video Computer System™ are trademarks of ATARI, INC. ARCADIA CORP. is not related to ATARI, INC.

© 1982 ARCADIA CORP. Printed in USA.
© 1982 ARCADIA CORP. (Game Program)