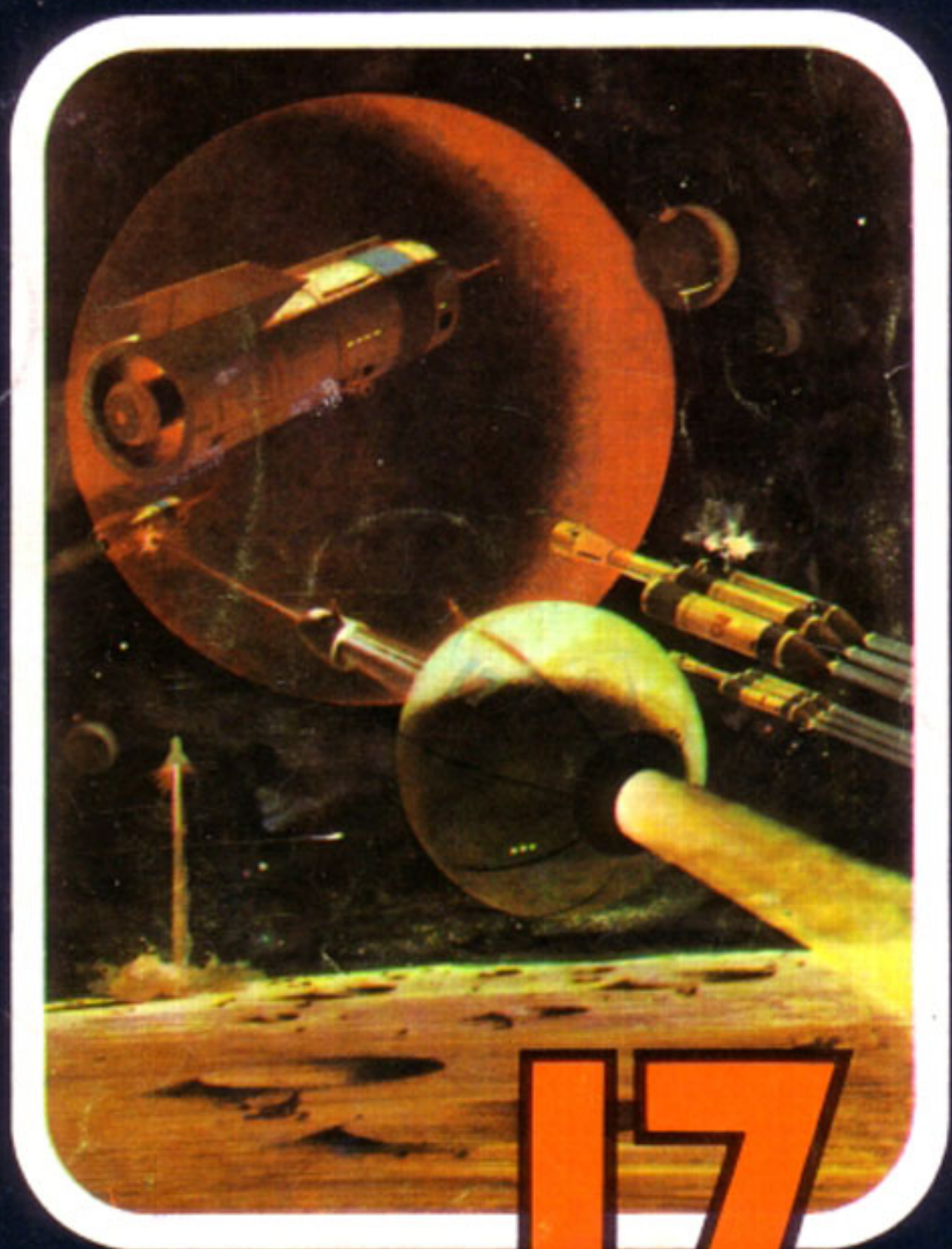


Sears

TELE-GAMES[®]

SPACE COMBAT

GAME INSTRUCTIONS



FOR 1 or 2
PLAYERS

17

GAMES

SEARS, ROEBUCK AND CO.

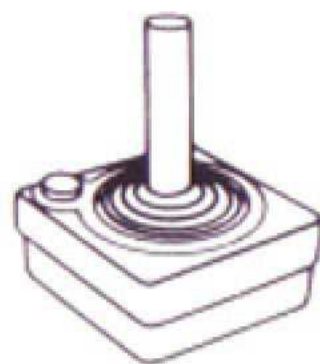
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Punch up your Video World and punch in another Sears Tele-Games™ Cartridge

Punch another Sears Tele-Games™ cartridge into your Video Arcade™ and you're punching in new game action. From missions in outer space to racetrack competition. See the entire collection of Tele-Games™ cartridges today at your nearest Sears, Roebuck and Co. and start building a cartridge library of your favorite video worlds.

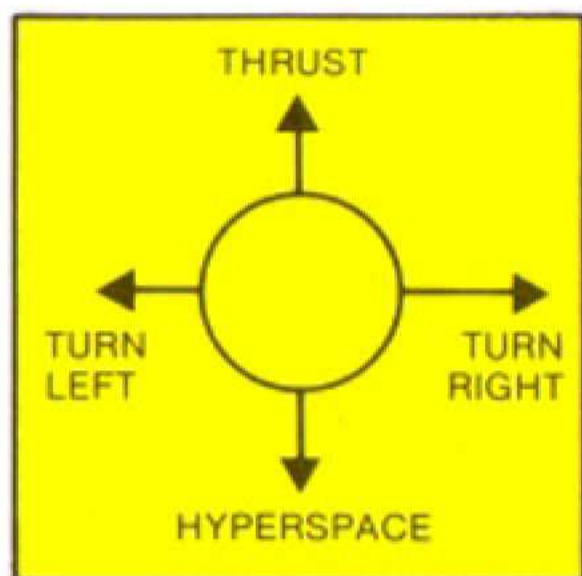
- **GUNSLINGER** —Step back into the Old West for a classic gunfight or some practice at target shooting. These 16 one and two-player games demand sharp aim and expert timing from gunslingers.
- **RACE™** —Get behind the wheel of a powerful race car to race around treacherous tracks, crash into targets and play tag. One or two players engage in 14 games of Race Driver, Crash n' Score™, Tag and Ice Race.
- **PONG SPORTS™** —Over 50 sports games are waiting for one, two, three or four players. Capture the excitement of the sports arena as you play Pong™, Super Pong™, Hockey, Soccer, Quadrapong™, Table Soccer, Basketball, Volleyball and Handball.
- **BLACK JACK** —Place your bets and get ready for all the casino action of Black Jack. One, two or three players can enjoy the excitement of "Breaking the Bank," "Going Broke," "Doubling Bets," and more.
- **CHASE™** —The action of some of these games is for one or two players who like a mixture of strategy and a fast and furious chase. For slower paced fun, one or two players can express themselves with TV Graffiti. The action is never the same in these 14 games of Barricade, Chase™, and TV Graffiti.
- **TANK® PLUS** —Two players compete on a battlefield equipped with exciting features and fun. You can be a Tank Commander or a Fighter Pilot. These 27 games of Tank®, Tank Pong™, Invisible Tank™, Biplane and Jet Fighter™ take players into the daredevil world of battle.
- **TARGET FUN™** —Twenty-seven games of Torpedo™, Shooting Gallery, Missile and Anti-Aircraft™ provide the setting for one or two players to test their aim in the air, underwater or at a simple shooting gallery.

Use your Joystick Controllers with this Tele-Game™ Cartridge. Be sure the Controllers are firmly connected to your Video Arcade.™ See your Owner's Manual for details. Hold the Controllers with the red button to your upper left towards the television screen.



NOTE: The Console unit should be OFF when inserting or removing a game cartridge.

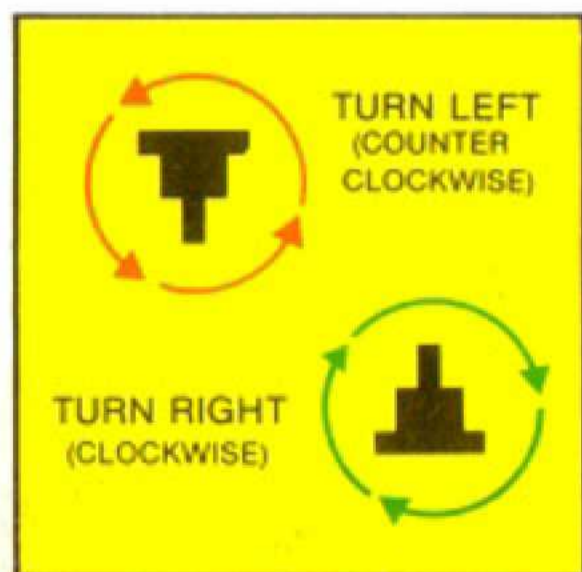
CONTROLLER ACTION



Just like learning to drive a car, it takes a bit of practice to learn how to control your Star Ship during Space Combat and Space Shuttle games. The following exercises will help you gain proficiency in controlling your Star Ship. Game 14, a Space Shuttle game, is an excellent practice field.

EXERCISE 1

After cycling to Game 14, push the game Reset Switch. Push the Joystick to the left; your Star Ship will rotate counter clockwise (left). Push the Joystick to the right; your Star Ship will rotate clockwise (right). Practice rotating your Star Ship in both directions. Notice how the Star Ship looks when it is in each position.



EXERCISE 2

Push the Game Reset Switch. By pushing the Joystick forward

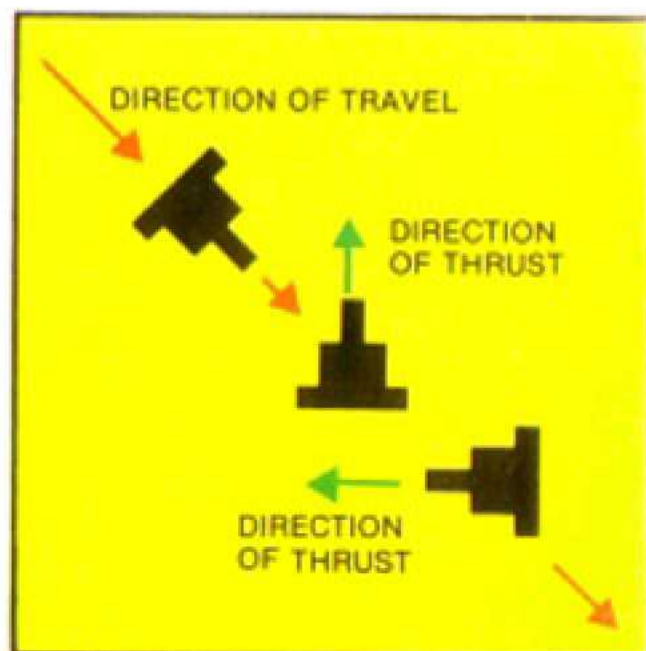
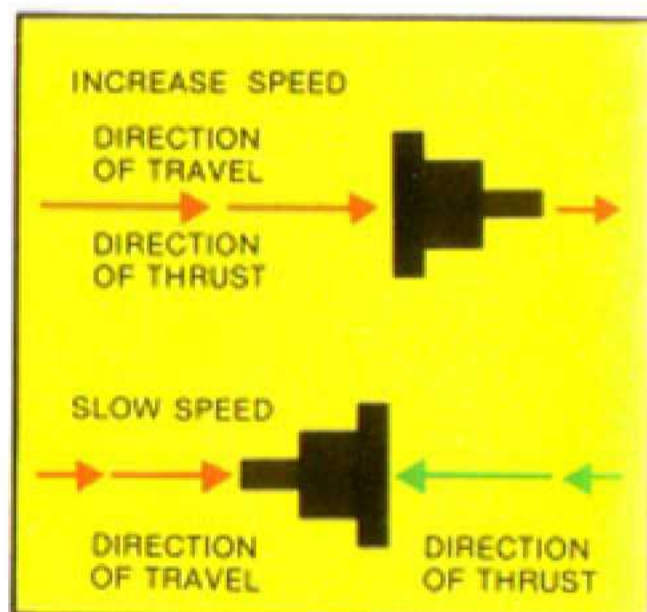
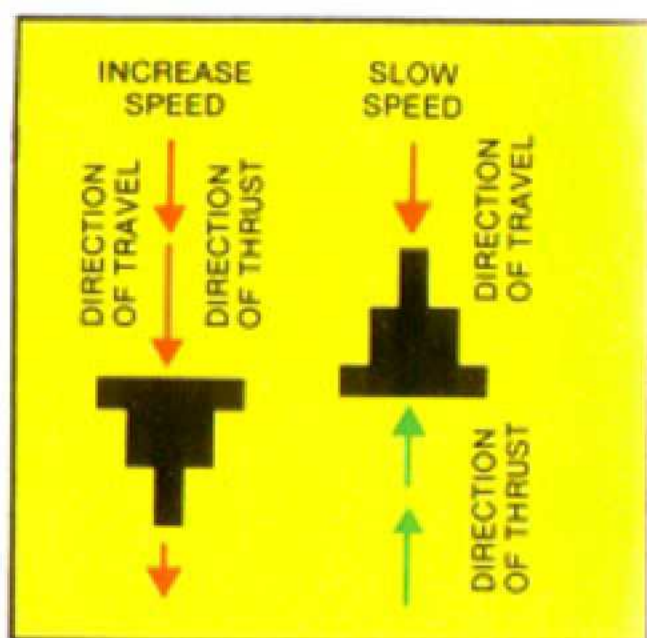
(towards the television screen), give your Star Ship three short quick bursts of "thrust". Notice that your Star Ship is now traveling in a forward motion towards the bottom of the playfield. By turning the Star Ship either clockwise, or counter clockwise, turn the Star Ship so it is facing **away** from the forward motion. Give the Star Ship three short quick bursts of thrust. Your Star Ship will slow almost to a stop. Push the Reset Switch and try again. Practice this exercise until you can stop the Star Ship completely.

EXERCISE 3

Push the Game Reset Switch. Turn your Star Ship so it is facing to your right. Give your Star Ship continuous thrust by pushing the Joystick forward and holding it in position. When the Star Ship is traveling rapidly across the playfield, turn your Star Ship in the opposite direction of travel and push the Joystick forward, giving your Star Ship reverse thrust. Your Star Ship will slow. Practice this exercise until you can bring your Star Ship to a complete halt.

EXERCISE 4

Push the Game Reset Switch. Turn your Star Ship so it is facing to your right and down (approximately 45°). Give your Star Ship continuous thrust until it is moving rapidly across the playfield. Alternate using horizontal thrust and vertical thrust to bring the Star Ship to a near standstill in the



middle of the playfield. After mastering the above exercises, you should be an experienced Star Ship captain, ready to do battle among the Stars.

Push the Game Reset Switch. Turn your Star Ship so it is facing to your right and down (approximately 45°). Give your Star Ship continuous thrust until it is moving rapidly across the playfield. Alternate using horizontal thrust and vertical thrust to bring the Star Ship to a near standstill in the middle of the playfield. After mastering the above exercises, you should be an experienced Star Ship captain, ready to do battle among the Stars.

HANDICAP Skill Switches

Slide the Skill Switch from "Novice" to "Expert" and your Star Ship will explode (scoring a point for your opponent) if it collides with its own missiles during Space Combat games. In Space Shuttle games, slide the Difficulty Switch to "Expert" and you must exactly match your Star Ship's velocity to the Space Module's velocity. In "Novice" position, your Star Ship does not have to travel at the same speed to dock with the Space Module.

SCORING

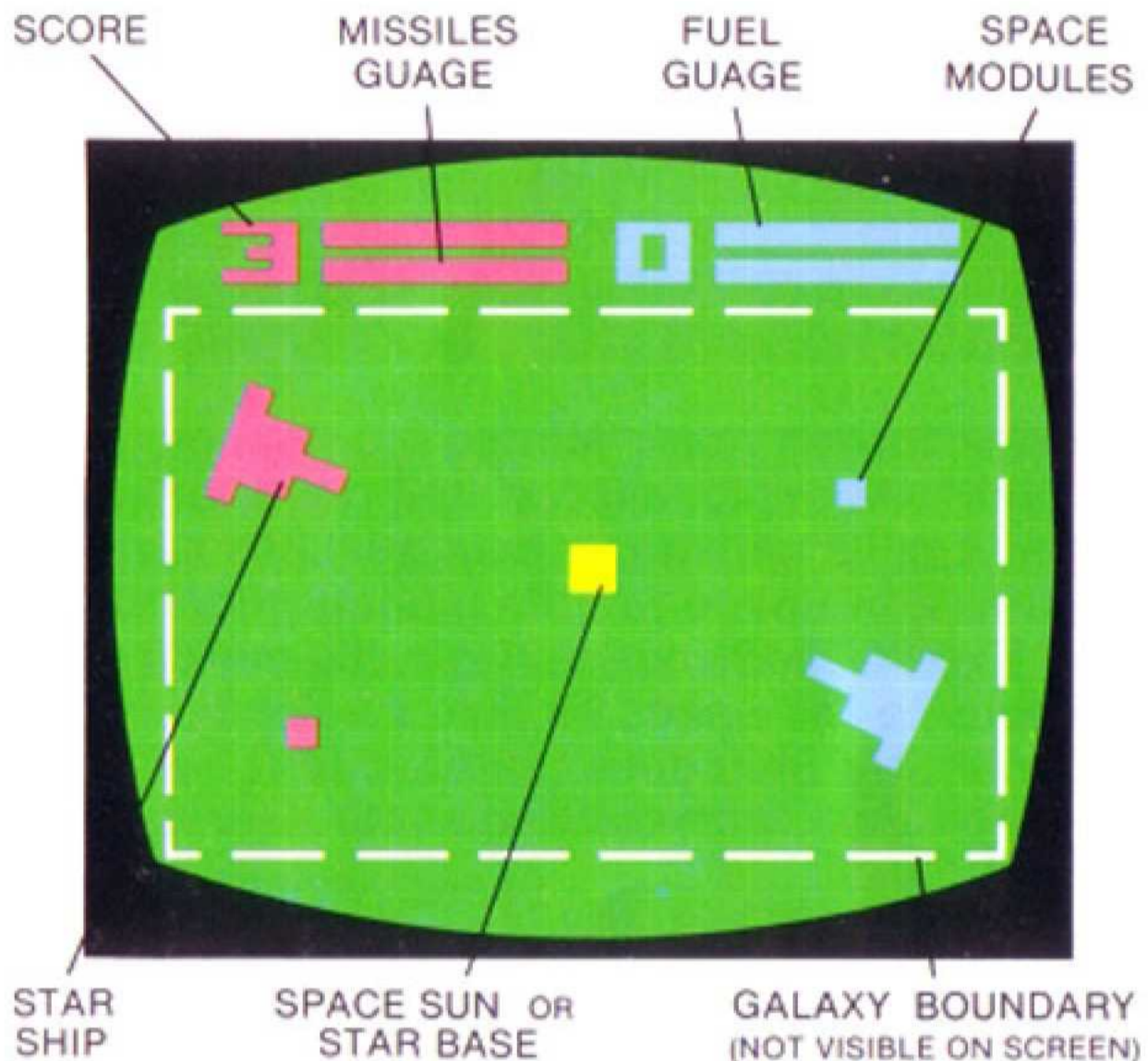
During Space Combat games (1 through 7) you score one point when your opponent's Star Ship explodes. A Star Ship will explode when:

- A direct hit is made by firing a missile.
- The Star Ship collides with the Space Sun (games 4 and 5).
- The Star Ship runs out of fuel while in Hyperspace (games 2 through 7).
- The Star Ship tries to enter Hyperspace when out of fuel (games 2 through 7).

In one and two-player Shuttle games (8 through 17) one point is scored each time the Star Ship is successfully docked with the Space Station. You have ten minutes to score a maximum ten points.

SPACE GLOSSARY

Space Combat and Space Shuttle game playfields are characterized by different galactic variations. The following descriptions will tell you what to expect when a game features any of these variations.



GALACTIC BOUNDARY

In some games your Star Ship cannot penetrate the playfield boundaries and will instead bounce off the edges.

WARP DRIVE

Move your Star Ship off one edge of the Galactic Boundary and it will go into Warp Drive and reappear on the opposite side. For example, move your Star Ship off the right edge and it will reappear on the left edge.

SPACE SUN

Fight the pull of gravity from the sun in the center of the galaxy. In some games your Star Ship will explode from exposure to the extreme heat and reset to the starting position.

HYPERSPACE

Pull your Joystick towards you. Your Star Ship goes into Hyperspace and becomes invisible. When in Hyperspace, your Star Ship uses more fuel. It is impossible to fire your missiles or to be hit by your opponent's missiles while in Hyperspace. To make your Star Ship drop out of Hyperspace and reappear, again pull the Joystick towards you.

STARBASE

Make contact with the Starbase at the center of the galaxy refuel and resupply your missiles. Your missile and fuel gauges at the top of the playfield will reflect resupplies as your Star Ship resets to the starting point.

SPACE COMBAT GAMES

You and your opponent blast off into space. Each player controls one Star Ship with the Joystick Controllers. The object is to score points by shooting your opponent's Star Ship with missiles fired by the red button on your Joystick Controller. Aim the nose of your Star Ship in the direction you want to fire.

Space Combat games last ten minutes or until one player scores ten points. Players' scores appear at the top of the playfield and are color coordinated with the Star Ships.

The two lines to the right of your score refer to fuel and missile supply. The top line is the fuel gauge; the bottom line is the amount of missiles remaining. Each player begins with eight missiles. Once the arsenal is depleted, the game will automatically reset each player with eight more missiles **ONLY** when both players are out of missiles.

In most Combat games, fuel cannot be resupplied. In games 6 and 7, players can refuel and resupply missiles by docking with the Starbase. Fuel is used by adding thrust to your Star Ship or by putting your Star Ship into Hyperspace.

GAME 1

It's war in space as two players attempt to score 10 points first. You have Galactic Boundaries in this game.

GAME 2

Engage in combat in a galaxy which features Galactic Boundaries and Hyperspace.

GAME 3

Oppose your space opponent in a galaxy which has Warp Drive. Use Hyperspace as a defensive move.

GAME 4

The Space Sun in the center of this galaxy exerts gravity during combat. Avoid your opponent or collision with the Space Sun by using Hyperspace. You also fight within the Galactic Boundaries.

GAME 5

The Space Sun, Warp Drive, and Hyperspace are the features of the galaxy playfield.

GAME 6

You can refuel and receive more missiles at any time during this game. Steer your Star Ship to the Starbase. This galaxy also features Galactic Boundaries.

GAME 7

Steer your Star Ship to the Starbase at any time during the game to refuel or receive more missiles. This galaxy also features Warp Drive.

SPACE SHUTTLE GAMES

If you have mastered the exercises, you are ready to try Space Shuttle. Connect your Star Ship with the Space Station to score. Recommended strategy is to first match your Star Ship's speed to the Space Station speed. Than

slowly maneuver your Star Ship towards the Space Station. During Shuttle games the Star Ships have an unlimited supply of fuel.

In one-player games, you control one Star Ship with the left Joystick Controller and compete against the clock. You have ten minutes to score a maximum ten points. During two-player games each player maneuvers his Star Ship to score. In two-player games with two Space Station, the target Space Station will be the same color as your Star Ship. The first player to score ten points or the most points in ten minutes wins.

2-PLAYER GAMES

GAME 8

Two players each control one Star Ship and attempt to dock with the Space Station which is color coordinated with the Ship. Warp Drive is present in this galaxy.

GAME 9

Two players each control one Star Ship and compete to dock with the Space Station. This galaxy features Warp Drive.

GAME 10

Each player controls a Star Ship and attempts to dock with the color coordinated Space Station. A Space Sun and Warp Drive add extra dimension to the strategy you will use.

GAME 11

Each player controls a Star Ship and attempts to dock with a color coordinated Space Station. This galaxy has a Space Sun and Galactic Boundaries.

GAME 12

Within Galactic Boundaries, each player controls a Star Ship and attempt to dock with the same Space Station.

GAME 13

Each player controls a Star Ship and attempts to dock with the Space Station that is color coordinated to the Star Ship. Galactic Boundaries are featured.

1-PLAYER GAMES

GAME 14

One player controls a Star Ship and attempts to dock with the Space Station. This galaxy features Warp Drive.

GAME 15

This one-player game features a Space Sun and Warp Drive.

GAME 16

A Space Sun, and Warp Drive and Galactic Boundaries are characteristics of this space galaxy. One player controls a Star Ship and attempts to dock it with the Space Station.

GAME 17

A Space Sun and Galactic Boundaries could affect one player's strategy to dock the Star Ship with the Space Station.

STAR BATTLE STRATEGY TIPS

After you master controlling your Star Ship, you're ready to develop game strategy. The following tips should help you begin your competitive strategy for Space Shuttle and Space Combat games.

SPACE COMBAT

- Change your Star Ship's position as soon as the game is in the start position. The initial location angles of the two Star Ships makes it easier for players to score a direct hit.
- Keep close surveillance on your opponent's missile supply gauge. Plan your shots so that your opponent depletes his missile supply first, leaving no defense against your missiles.

Note that missile supplies are automatically replenished only when BOTH players have used all their missiles. Use this feature to your advantage when these three variables occur at once:

- Your opponent has no remaining missiles
- You have remaining missiles
- You are playing in a galaxy with a Starbase

Leave your opponent without a chance for resupplying missiles by obtaining all of your missiles at the Starbase **BEFORE** your supplies are completely depleted.

SPACE SHUTTLE

- The easiest way to match your Star Ship's speed with the Space Station speed is to first, stop your ship. Point it in the **DIRECTION** the Space Station is traveling. Apply thrust until the Star Ship and the Space Station are moving at the same speed. Then move the Star Ship towards the Space Station.
- To efficiently make your Star Ship contact the Space Station:
 - Your Star Ship must travel at the same speed as the Space Station
 - Your Star Ship must travel in the same direction as the Space Station.

Now point your Ship at the Module and apply thrust.

SPACE COMBAT

SPACE COMBAT / SPACE SHUTTLE

1 2 3 4 5 6 7 / 8 9 10 11 12 13 14 15 16 17

No. of Players	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Single Space Station																	
Galactic Boundary																	
Warp Drive																	
Space Sun																	
Hyperspace																	
Starbase																	