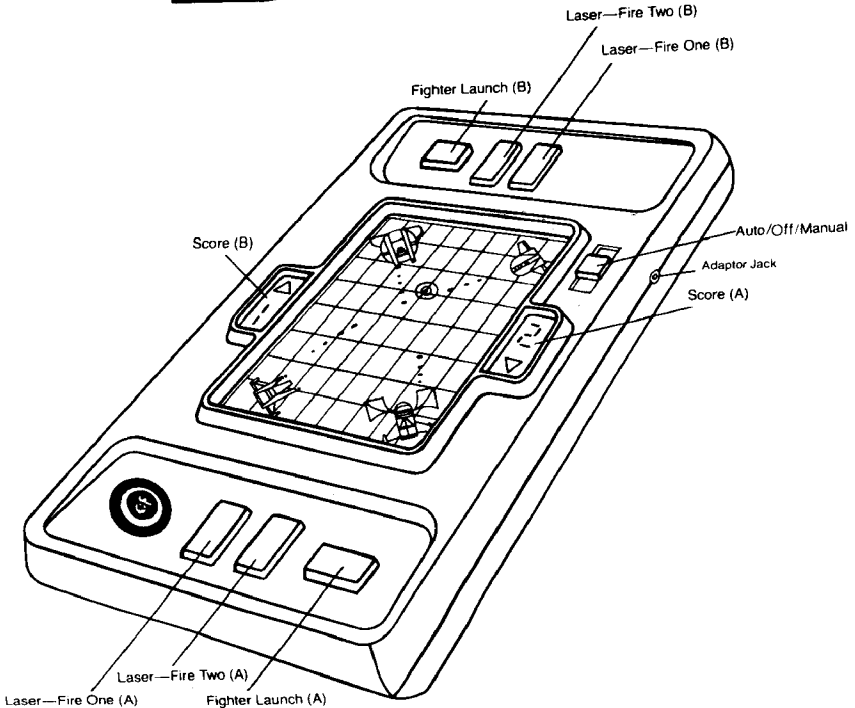


ELECTRONIC SPACE BATTLE



- **One Player or Two**
- **Electronic Sound Effects and L.E.D. Indicators**



Insert Batteries

Turn game upside down. Press down where shown and slide cover off. Insert three "AA" batteries (alkaline type batteries will last longer). Battery positions are indicated inside the battery box.



Object of Game

Launch fighters towards your opponent's base ship. At the same time, defend your position from approaching enemy fighters by firing laser torpedoes in either of two directions. If the torpedoes intercept an enemy fighter, the fighter is destroyed. Win in one of two ways: 1) Destroy your opponent's base ship **OR** 2) Destroy your opponent's entire fleet of 10 fighters.

To re-set the game, push switch to off, then back to auto or manual.



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Control Buttons

A. Auto/Off/Manual - Select automatic, manual or turn game off.

B. Launch Buttons - each player controls a launch button. When depressed, a LED blip representing a fighter advances towards the enemy base ship at random speed and direction. The launch button can be used for emergency defense. Press the launch button just before your base ship is hit and the attack fighter will be destroyed if your timing is right.

C. Fire Buttons - each player controls two fire buttons (F1 & F2). As an enemy fighter approaches, push F1. A LED blip representing a laser torpedoe advances at a set speed and in a set direction. If it intercepts the fighter, the fighter is destroyed. If you miss, you have a second chance by pushing F2 which follows a different path. If both torpedoes fail, the fighter will destroy your base ship and the game is lost. If you destroy all 10 of the enemy fighters (his entire fleet), you win. Fire buttons can fire more than one torpedoe each, however there is a one second delay. NOTE: if opposing fighters meet head-on, both are destroyed.



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Electronic Sound/Lights

- A. **Digital Scoring** - shows the number of enemy fighters destroyed for both sides. Counts to 9 - the 10th fighter destroyed ends the game.
- B. **LED Indicators** - represent fighters and laser torpedoes - depending upon position. Also shows base ship destroyed.
- C. **Electronic Sound** - indicate fighter movement, laser torpedoe movement, fighter destroyed, game won.



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How To Play

- A. **Turn game on** - selecting auto or manual.
- B. **1) Manual** - one player controls each end and utilizes both offense (launch fighters) and defense (fire laser torpedoes).
2) Automatic - player controls end with word Space Battle on it. Computer controls the other end. Computer acts just like an actual second player-both offense and defense. It is more accurate than the average player, but it is not unbeatable.
- C. Launch fighters attempting to destroy your opponent's base ship.
- D. Defend your position by firing laser torpedoes (F1 & F2) at approaching enemy fighters.
- E. After a base ship is destroyed or a fleet of 10 fighters is destroyed, the game is over. Re-set by pushing switch to off, then back to auto or manual.

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Care Of Your Game

- A. Treat your game as you would any calculator.
- B. Avoid dropping it.
- C. Avoid getting it wet.
- D. Avoid leaving it in hot places.
- E. Don't leave dead batteries in the game. Remove batteries if you plan to store.
- F. Do not unscrew back. There are no user-servicable parts.

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Note On Batteries

If L.E.D. lights or scoring device become erratic, replace the batteries with fresh ones.

IMPORTANT

Do not leave your game near very hot locations such as a car window on a sunny day, or a fire or heating device for long periods of time, as this could distort the case.

Always store in a dry place.

Turn game off when not in use to save batteries.

If you switch your game on and the LED' s are illuminated in an unusual pattern switch off then on again. Do not switch on and off rapidly. This will cause erratic action. Turn the game off then on to correct. When playing automatic press the launch button to start the game.

LIMITED WARRANTY

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

During this 90-day warranty period a defective game will be either repaired or replaced (at our option) without charge to the owner, when returned either to the dealer with proof of date-of-purchase, OR when returned postage prepaid and insured, with proof of date-of-purchase, to Entex Industries, Repair Center, 1100 West Walnut Street, Compton, California 90220.

Units returned without proof of date-of-purchase, or out-of-warranty units returned will be repaired or replaced (at our option) for a service charge of \$15.00. Send check or money order made out to Entex Industries. Units must be returned postage prepaid and insured.

This warranty gives you specific legal rights and you may have other rights which vary from state to state.

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
1100 West Walnut Street
Compton, CA 90220
3. Apply correct postage stamps and insure the unit; then mail.

ADAPTER JACK

This electronic game has a built-in adapter jack. When the adapter is used, no batteries are required. It accepts Entex #6025 4.5V AC Adapter. Use of other adapters with improper connectors or incorrect voltage output may void your warranty and cause permanent damage to your electronic game.

If your dealer does not stock the Entex Adapter, you can obtain one by sending in the coupon below:

**Helen Parts
Entex Industries, Inc.
1100 W. Walnut St.
Compton, CA 90220**

Please send the following:

	Quantity	Price	Total
#6025 AC Adapter _____		\$6.00	_____
(Cost includes handling and postage)			
California residents add 6%			_____
		Total	_____
		Check Enclosed	_____

Send to:

Name: _____

No./Street: _____

City/State/Zip: _____