ATTENTION ALL PILOTS!

All leaves have been CANCELLED!
Return IMMEDIATELY to your STAR BASE.
The PLANET "SPECTRA" has been invaded by T.I.A.'s (Troublesome Invading Aliens).
ENCLOSED ARE YOUR ORDERS.
Destroy the ENEMY BASES and rescue the brave pilots stranded during the invasion!
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Welcome to STAR BASE SQUADRON COMMAND.

You have been recalled from your leave because PLANET "SPECTRA" in SECTOR "S" GALAXY has been invaded.

Each pilot will be given a MISSION CARTRIDGE with the latest laser films of the planet surface.

The "T.I.A.'s" have installed MISSILES BASES throughout the planet surface.

They are known to be placed in groups of 3.

After you enter the PLANET STRATOSPHERE, search and destroy all ENEMY BASES.

Our advance landing parties have constructed landing strips for refueling. Watch your fuel level and refuel whenever possible.

The enemy will fire DRONE MISSILES at you. Shoot as many of these down as possible.

ALERT! ALERT!

Enemy has secret weapons! — HEAT SEEKING TORPEDOS. They cannot be destroyed. Avoid contact!
GETTING STARTED

1. HOOK UP GAME CONSOLE

2. INSERT CARTRIDGE — make sure power switch is always in the "OFF" position when installing cartridges.

3. TURN CONSOLE "ON"

4. "A" SMALL VESSEL (BEGINNER) "B" LARGE VESSEL (ADVANCED)

5. DEMO MODE DISPLAYED

6. SET GAME SELECTOR
   GAME 1 — ONE PLAYER
   GAME 2 — TWO PLAYERS
   CHILDREN'S GAMES (SLOWER PAGE)
   GAME 3 — ONE PLAYER
   GAME 4 — TWO PLAYERS

PLAYING THE GAME

### TABLE OF POINT VALUE

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<tr>
<th>PHASE</th>
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<tbody>
<tr>
<td>DRONE MISSILE</td>
<td>10</td>
<td>20</td>
<td>30</td>
<td>40</td>
<td>50</td>
</tr>
<tr>
<td>RESCUE</td>
<td>100</td>
<td>200</td>
<td>300</td>
<td>400</td>
<td>500</td>
</tr>
<tr>
<td>BASE STATION CLUSTER</td>
<td>200</td>
<td>400</td>
<td>600</td>
<td>800</td>
<td>1000</td>
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</table>

You start the game with 4 PATROL VESSELS and FULL TANK OF FUEL.

Destroy as many DRONE MISSILES for point scoring.

Pass directly over stranded pilot to rescue and get your deserved bonus successful rescue indicated by sound effect.

After the rescue you will approach the enemy bases.

You must destroy all 3 bases before you pass the force field failure to do so will destroy all your VESSELS.
PLAYING THE GAME

After you have destroyed a enemy base cluster, you must avoid collision with the debris from the explosion. Maneuver patrol vessel accordingly.

DEBRIS

REFUELING

After enemy bases are destroyed permission will be granted to land and refuel. Be sure to land properly or refueling cannot be completed.

NIGHT PATROL

As you approach the dark side of the planet, darkness will set in. Your sulfa-seeker night sight will be operated whenever you fire your laser.

NIGHT

BONUS VESSELS

You are awarded bonus vessel every 10,000 points you can store a maximum of 4 vessels at any time.

GAME OVER

The game is over when —
1. All your vessels are destroyed.
2. You run out of fuel.
3. You are destroyed by force field.
4. You score 999,999 points.

RANK

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<th>0—990</th>
<th>private</th>
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<tr>
<td>1,000—9,900</td>
<td>squadron leader</td>
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FOR THE ATARI®
AND SEARS VIDEO
GAME SYSTEM