



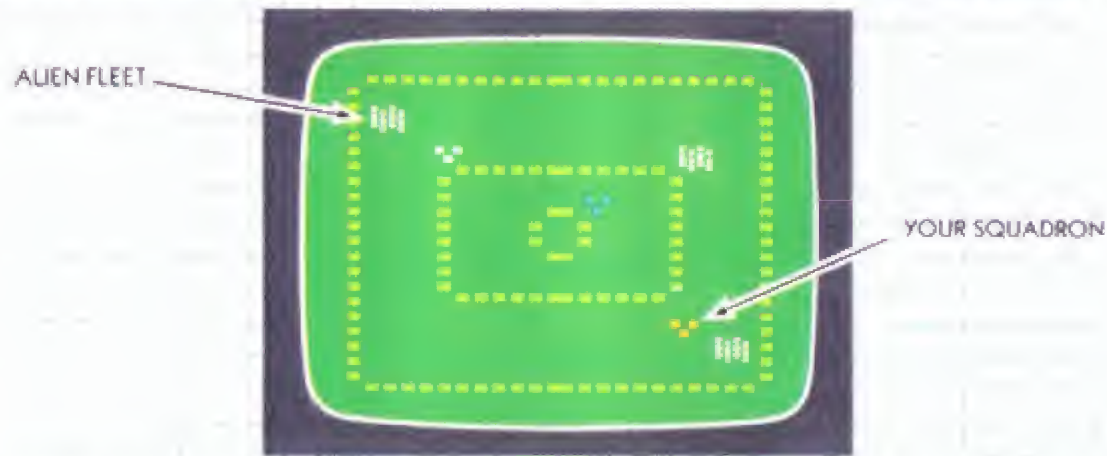
SPACE ATTACK™

I N S T R U C T I O N S (1 Player vs. Computer)

The object of the game is to defend your Mother Ship from attacking aliens. You have 3 squadrons, with 3 ships in each squadron. Aliens have 6 fleets of varying sizes. (Only 3 fleets appear at a time on the Radar Screen.) Destroy all alien fleets and you win! If your squadrons are destroyed first, the aliens move in and annihilate the hidden Mother Ship.

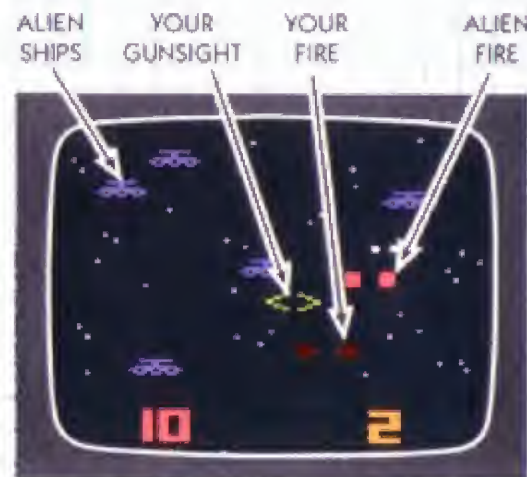
For Your Atari, Video Game System

THE GAME



ESTABLISH STRATEGY IN RADAR MODE. You see a radar view of space, with alien fleets moving toward the inner rectangle where your Mother ship is hidden. (You do not see the Mother Ship.) Select an alien fleet to attack. Then dispatch one of your squadrons — blue, white or gold — after it. Dispatch one, two or all three squadrons, but **ONLY ONE SQUADRON PER ALIEN FLEET** at a time. Your squadrons appear in the center of the screen only after you dispatch them.

TAKE YOUR SQUADRON INTO BATTLE MODE, when it reaches its target fleet and starts blinking. In Battle Mode, you look out into space through your laser gunsight, as alien ships engage you in a space dogfight. Move your gunsight ahead of an alien ship and fire! Your lasers come from the bottom of the screen and converge at the point where your gunsight was **WHEN YOU FIRED**. Watch out for return fire. Alien photon blasts are fired from the alien ships, at your gunsight. If they **TURN RED** and hit your gunsight, they destroy one of your ships. **NUMBERS AT THE BOTTOM OF THE SCREEN INDICATE NUMBER OF SHIPS REMAINING IN THE ALIEN FLEET (LEFT) AND NUMBER OF SHIPS REMAINING IN YOUR SQUADRON (RIGHT).**



YOU AUTOMATICALLY RETURN TO RADAR MODE when you shoot down an entire alien fleet or lose your squadron. If your squadron survived the battle, it remains in place until you dispatch it again. Go after the next alien fleet, until all are destroyed.

A SIREN WARNS YOU WHEN THE MOTHER SHIP IS UNDER ATTACK. Siren gets faster as the Mother Ship sustains more damage. The game ends if the Mother Ship is destroyed.

HOW TO PLAY

Use **EITHER** joystick controller with this game. Be sure the controller cable is securely plugged into the back of your game console. Hold the controller so the red button is to your upper left.

TO START THE GAME, press down on the **RESET** switch, then pull down on the **LEFT** joystick.

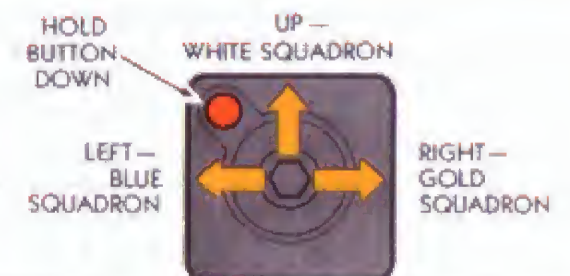
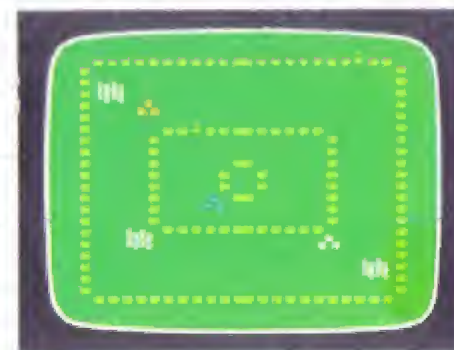


IN RADAR MODE



1. TO SELECT AN ALIEN FLEET, PULL JOYSTICK DOWN REPEATEDLY, until selected alien fleet turns purplish color.

2. TO DISPATCH A SQUADRON,



HOLD RED BUTTON DOWN WHILE MOVING JOYSTICK TO UP, LEFT OR RIGHT POSITION.

3. TO TAKE A SQUADRON INTO BATTLE,
(when squadron reaches alien fleet
and starts blinking),



MOVE JOYSTICK
TO UP, LEFT OR
RIGHT POSITION, WITHOUT
PRESSING THE RED BUTTON.

TO RE-DISPATCH A SQUADRON,
follow Steps 1 and 2 above.

IN BATTLE MODE

Move the joystick in any direction, to guide the gunsight where you wish your lasers to hit. Keep your gunsight away from red alien fire.

PUSH THE RED BUTTON TO FIRE YOUR LASERS.

DIFFICULTY SWITCHES

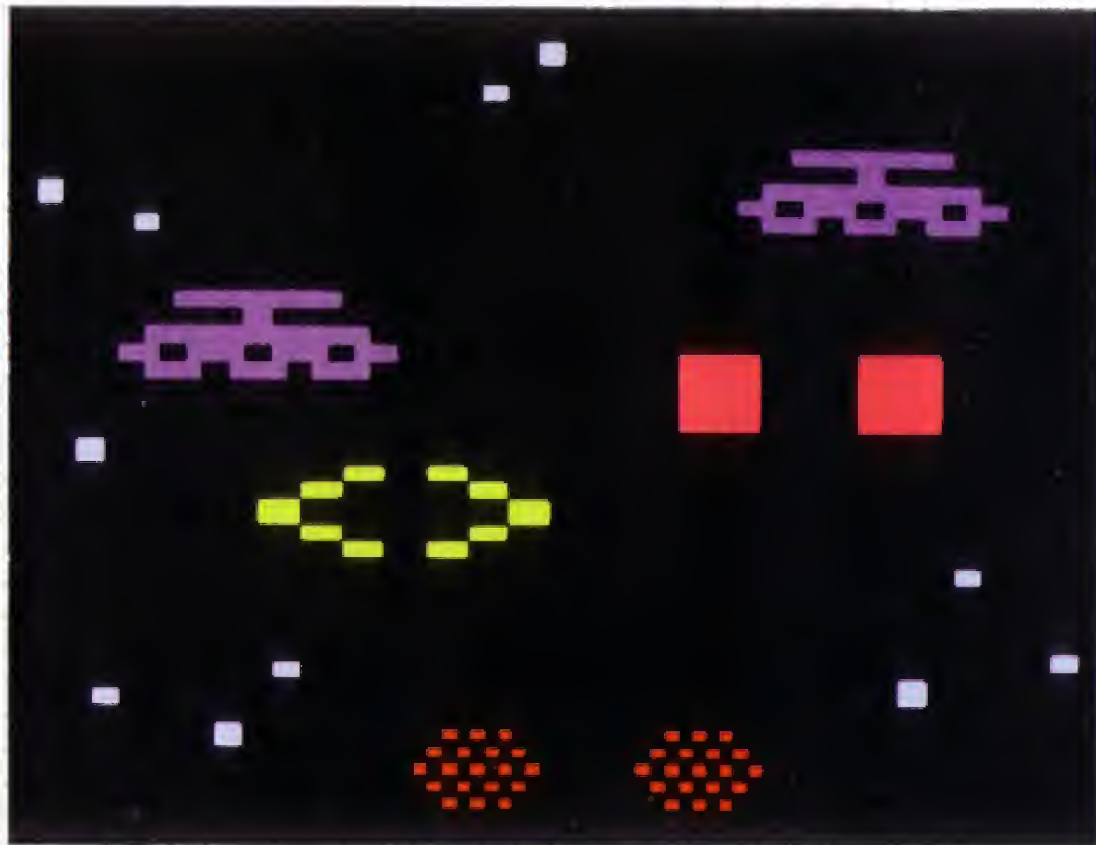
LEFT Difficulty Switch controls how well the aliens fight. Battle is much more fierce in Hard Position (A) than in Easy Position (B). Alien ships fire and zigzag **MUCH** more frequently and their photon blasts travel twice as fast.

RIGHT Difficulty Switch controls activity on the Radar Screen while you are in Battle Mode.

EASY POSITION (B) — NO activity on Radar Screen while you are in Battle Mode. Computer does NOT fight battles for you.

HARD POSITION (A) — All activity on Radar Screen continues when you are in Battle Mode, but at $\frac{1}{4}$ NORMAL RATE. If any other dispatched squadron reaches its target fleet, battle begins and the **COMPUTER FIGHTS FOR YOU**, losing roughly one of your ships for every four alien ships destroyed.

BOTH LEFT AND RIGHT SWITCH SHOULD BE SET AT THE SAME DIFFICULTY LEVEL.



WINNING TIPS

1. Dispatch your first squadron after the alien fleet **CLOSEST** to the Mother Ship. If possible, do not dispatch more than one squadron at a time, when playing with the Right Difficulty Switch in Hard position.
2. Try to hold one squadron in reserve, in case an alien fleet makes it to the inner rectangle. You can reach the threatening alien faster from the Mother Ship than from another position in space.
3. In Battle Mode, keep your gunsight moving. Alien photon blasts home in on your gunsight if it remains in one place for long.
4. As soon as you finish one battle with a squadron, send it back out after another alien fleet. Don't leave it sitting idle in space.

IMPORTANT: BE SURE TO TURN YOUR GAME UNIT OFF WHEN NOT IN USE.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Service Center (WEST)
13040 East Temple Avenue
City of Industry, California 91746

Mattel Electronics Service Center (EAST)
10 Abeel Road
Cranbury, New Jersey 08512

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

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