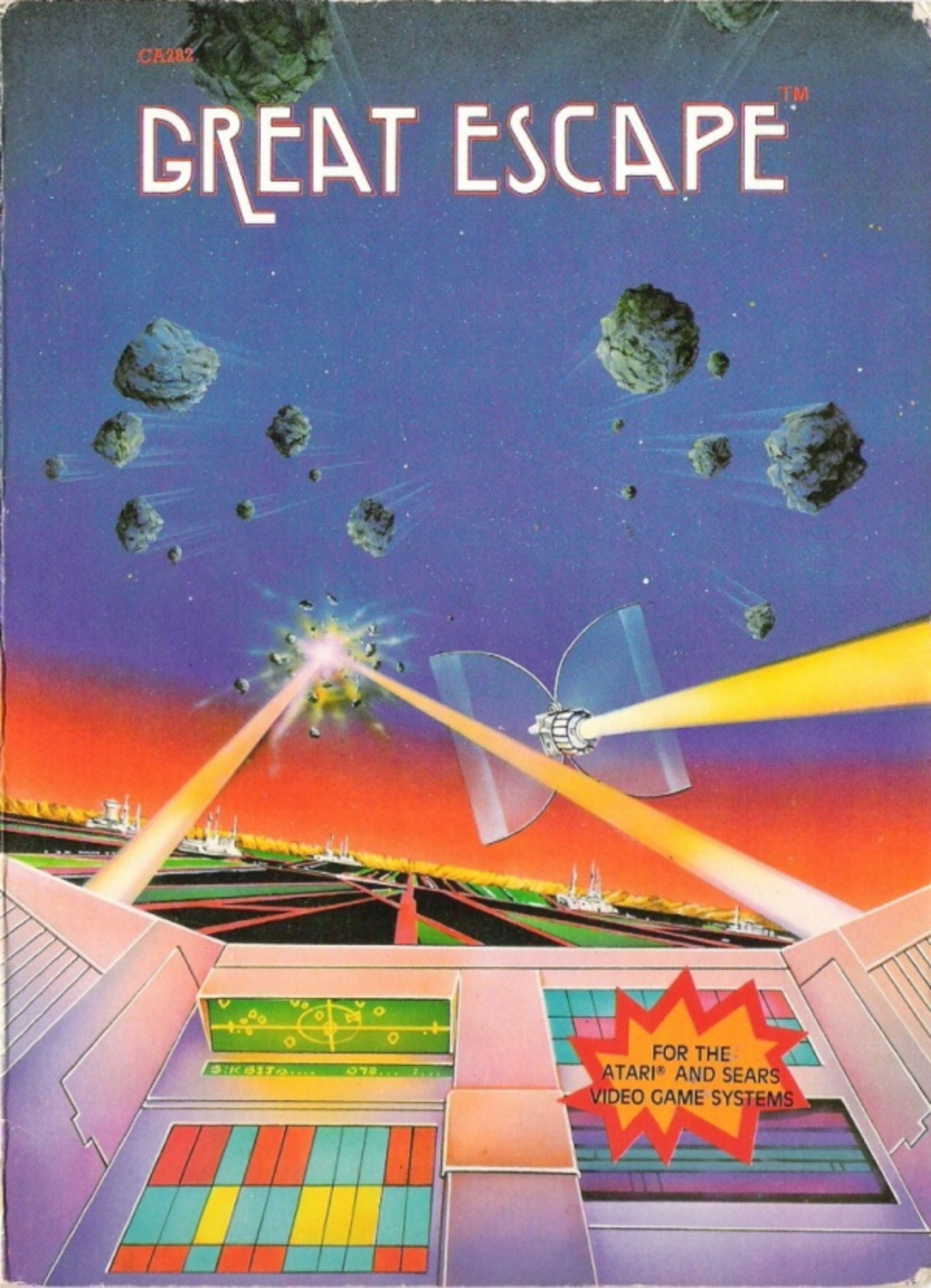
CA282

GREAT ESCAPE™



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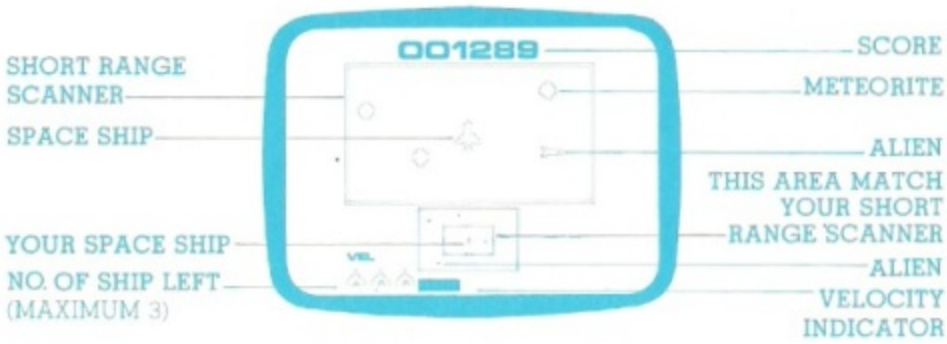
DISPLAY



I **SCORE**
6 digits, Maximum 999999 points

II **SHORT RANGE SCANNER**
Display (1) Your space ship
(2) Meteriote
(3) Alien
(4) Super Alien

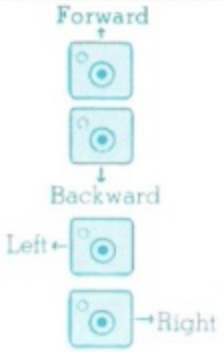
III **LONG RANGE SCANNER:**
Display (1) Your space ship
(2) Alien
(3) Super Alien in different colors
* It does not display the position of Meteorite.

IV **VELOCITY INDICATOR**
It displays the velocity of your ship. There are 4 different speeds.

V **NUMBER OF SHIP LEFT**
3 (max.) of the ship image is shown at the bottom left. The game is over when all ships are destroyed.

BOMB INTRODUCE A COMPLETE SERIES OF UP-DATED VIDEO GAME CARTRIDGES.

RULES



When moving the joystick only

(i) Move forward
The background will move down showing that the ship is moving forward.

(ii) Move backward
The background will move up showing that the ship is moving backward.

(iii) Move to left
The background will move to the right.

(iv) Move to right
The background will move to the left.

* The space ship is always at the centre.

When the push button is pressed while joystick is:

(i) Move forward
The ship fires at the forward direction.

(ii) Moved backward
The ship fires at the backward direction.

(iii) Moved to left
The ship fires at the left side.

(iv) Moved to right
The ship fires at the right side.

During firing, the speed of the ship follows the regulation as stated in the last paragraph, ie automatically increases in speed.

(1) The speed of the space ship will continue to increase in the direction under your control for a period of 4 sec eventhough it has been altered.

(2) The speed of the space ship will increase if you press the joystick towards the direction of its travelling course ahead.

(3) The speed of the space ship will decrease if you press the joystick in the direction opposite to its course.

(4) The speed of the space ship will never decrease to zero except in the transition state, ie. from forward to backward, from left to right.

(5) You cannot change in direction at right angle to the present course of the ship unless you have decelerate to the lowest speed.

(6) The wide angle scanner shows you only the Alien and Super Alien, and is the true picture of what happens. It is because the Alien is very tricky and may imitate as a Meteorite or it hide behind the Meteorite.

(7) The space ship should always be aware of the super alien and try to avoid meeting it. Whenever it appears on the short range scanner, the space ship would be destroyed and no way to escape.

(8) A Bonus space ship will be awarded for every 10,000 marks scored with a maximum of 3 ships to be awarded.

BOMB™

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