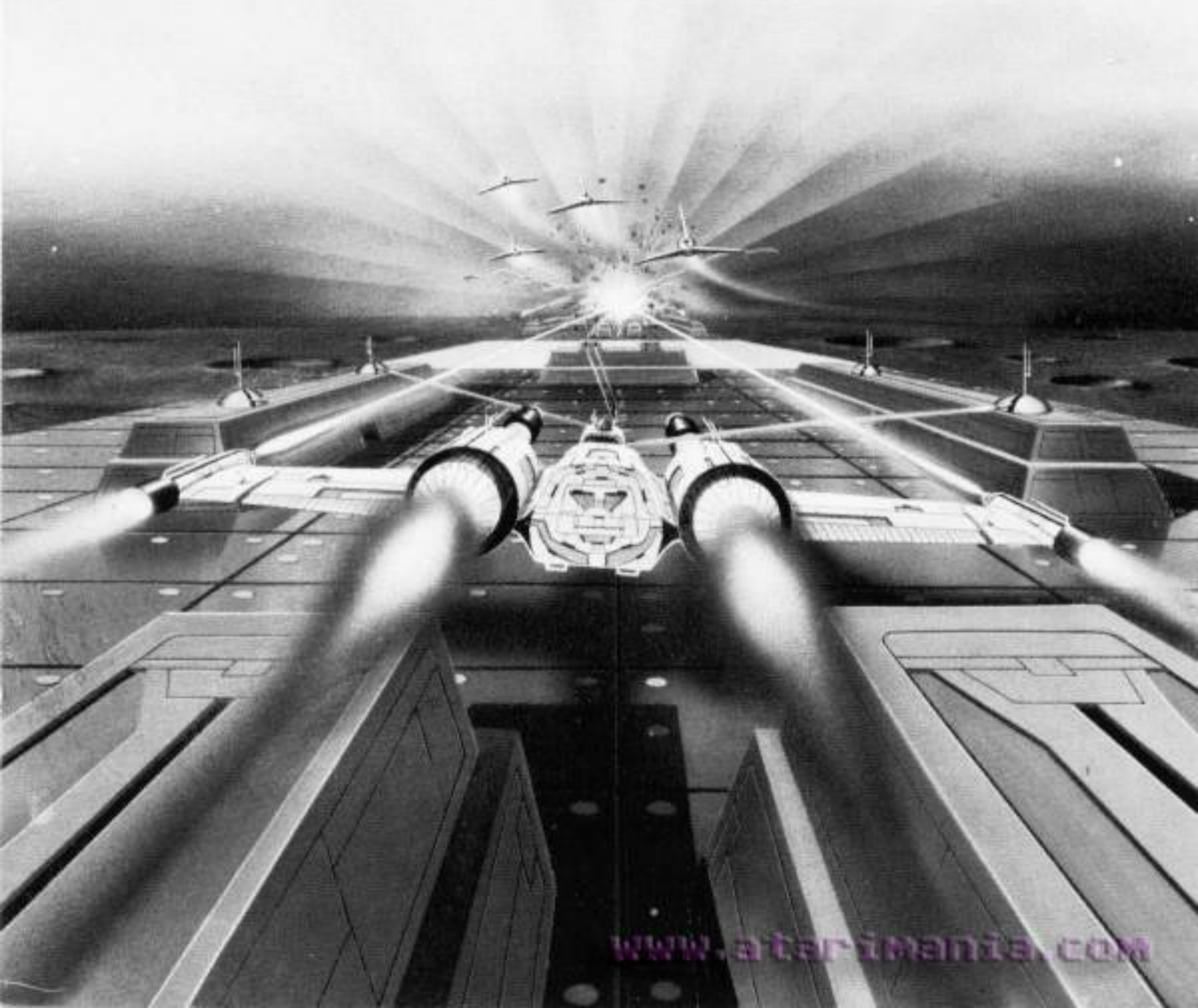


**TIGERVISION®**

**INSTRUCTIONS**

**ESPIAL™**



## OPERATION

Plug the cartridge in with the power shut off.

When the power is switched on, the title frame is displayed. Switch the power "on". The title frame should be displayed.

Press the "FIRE" button of "Joy-Stick 1" to start the game.

After each game is over, the title frame will be displayed and a new game will start.

Pressing the "RESET" key at any time ends the game. The title frame will be displayed and "HIGH SCORE" cleared.

## GENERAL INFORMATION

You are a space attack pilot flying at death range over the gigantic star ship. Your mission while defending yourself against the never ending oncoming defense squadrons is to destroy the star ship with your cursor scope missiles. Watch out for the star ship's atomic cannons aimed at you.

### Motion

Your fighter is controlled by the 8 directional lever of the joy-stick.

### Laser Beam Gun

Laser beam gun is triggered with the fire button of the joy-stick. It can destroy the enemies' flying defense squadrons.

### Double-Barreled Missile

Your missiles are triggered with the fire button of the joy-stick. They can destroy the fortress, cannons cell and shelters on the surface of the enemy star ship. The cross cursor scope which positions ahead of the fighter aims the missile firing position.

### Fortress

Rectangular shape, blue and red in color, cannon discharge bombs. Point value: 500.

### Cannon

Rectangular shape, blue and red in color, sometimes hidden beneath the base.

Discharges bombs when fully exposed. Point value: 500.



## SCORING

	Score
Object Destroyed	100-500
Flying objects	500
Fortress, cannon, cell and shelter	200
Diamond (Generation Stage)	400
(Normal Stage)	

## YELLOW DISPLAY IN THE LOWER PART OF THE SCREEN

Miles — indicates how far you have travelled in the enemies' territories

Score — indicates how many points you have scored.

Ships — indicates how many fighters you have left.

High Score — indicates the score of the best player so far.

HINT: Destroy more cells, fortress or shelters, so as to score more points and avoid generation of more bombs.

# TIGERVISION®

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