

MATTEL ELECTRONICS®

2612-0920

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

SPACE BATTLE™

(For 1 or 2 Players)



Attack alert! Alien fleet approaching Mother Ship. You have three squadrons, nine fighter ships to defend her. Check enemy positions on Radar Screen, then dispatch your squadrons! Switch screen to Cockpit Close-up. On target . . . FIRE SIMULATED LASERS! Watch out for enemy fire! It's you against computer-controlled aliens, locked in a space battle.

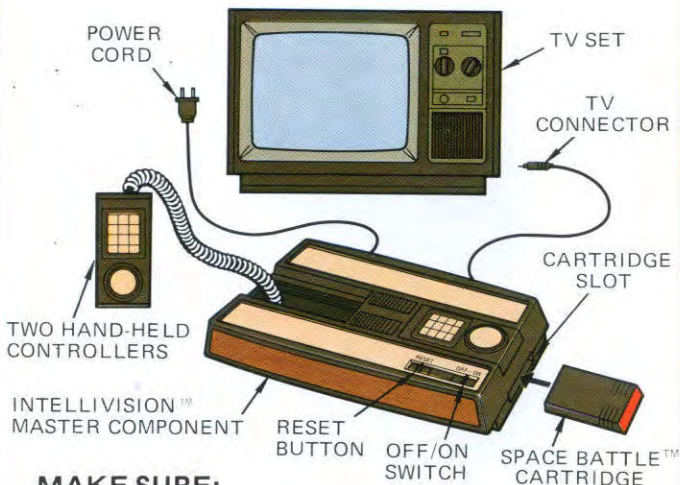
HOW TO WIN!

Space Battle is a game of strategy and skill. If you want to win against the computer and save the Mother Ship, read this booklet.

FOR COLOR TV VIEWING ONLY.

OBJECT OF THE GAME (1 or 2 players vs. computer): To protect your Mother Ship from destruction, by destroying all five computer-controlled alien squadrons. You control three squadrons of three fighters each.

CHECK YOUR EQUIPMENT

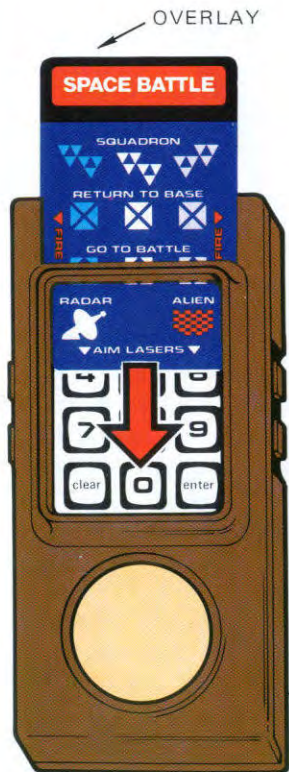
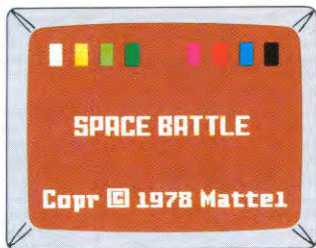


MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV set is plugged in and properly adjusted.
- SPACE BATTLE Cartridge is placed in slot, firmly engaged.
- OFF/ON Switch is turned on.

NOTE: When Keyboard Component is added to the Master Component, cartridge goes into slot on Keyboard Component, sold separately. (See instructions with Keyboard Component.)

**PRESS RESET
BUTTON:** Title will
appear on TV
screen:



ADD OVERLAYS

Find two SPACE BATTLE keyboard overlays in the cartridge package with this booklet.

Remove Hand-held Controllers from the console.

Insert an overlay into each Hand Controller (if two people are playing). Make sure overlay fits tight and is all the way in. The overlay will be your visual guide to the game.

EXAMINE YOUR CONTROLS

SQUADRON KEYS: used to assign home squadrons to attack aliens. Also used to set game speed at slower-than-normal.

RETURN TO BASE KEYS: used to recall home squadrons to Mother Ship.

RADAR KEY: used to switch from Cockpit Close-up view to Radar Screen.

**“AIM LASERS”
DIRECTION DISC:** used to move cursor in any of 16 directions for aiming lasers.



FIRE BUTTONS: used to fire simulated lasers.

GO TO BATTLE KEYS: switches screen to Cockpit Close-up, gives player control over particular squadron in battle.

ALIEN KEY: used to select alien squadron for attack.

SPACE BATTLE is a game of strategy **and** action. In battle, your skill in manipulating the Direction Disc and Fire Buttons will be a major factor in determining whether you vanquish the aliens. Try holding the Hand Controller and working these controls. Find the way that lets you work both, simultaneously and quickly.

IF TWO PEOPLE WANT TO PLAY, one person can control the Direction Disc to move the cursor and aim lasers, while the other player rides shotgun on the Fire buttons. BOTH HAND CONTROLLERS ARE USED to play the game in this manner.

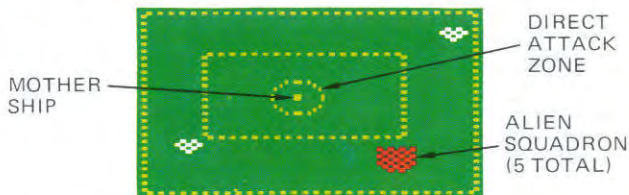
ACTIVATE SCREEN

CHECK STATUS OF MOTHER SHIP

You start the game by selecting the speed at which you wish to play. Press the DIRECTION DISC to set game at ADVANCED LEVEL. This is the fastest game speed at which you can play. To play at slower speeds, press one of the three SQUADRON KEYS — BLUE for FAST, WHITE for MODERATE, or GOLD for BEGINNING speed.

After you select game speed, RADAR SCREEN will appear on your TV screen with Mother Ship under seige by five alien squadrons. Aliens will advance upon Mother Ship at different speeds, from different distances. Each alien squadron will contain a different number of fighters, which will vary from game to game.

Approximate number of fighters in each alien squadron will be indicated by number of dots that make up the squadron. (Example: If an alien squadron is made up of 15 dots, there may be 13, 14, or 15 fighters in the squadron.)



You have three squadrons — BLUE, WHITE, and GOLD — with three fighters in each. Your squadrons do not appear on the screen until you press Squadron Keys to dispatch them.

DIRECT ATTACK ZONE outlines the area of immediate danger to the Mother Ship. Once alien squadrons penetrate this zone, they can score direct hits on the Mother Ship. You have only a brief period of time then to destroy them before they destroy the Mother Ship.

PICK OUT YOUR TARGET

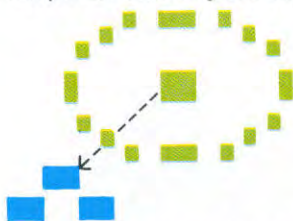
Decide which alien squadron you wish to attack first. Select squadron that represents the greatest immediate danger to the Mother Ship, based on distance, speed of approach, and strength.

PRESS ALIEN KEY
until selected alien
squadron **CHANGES**
COLOR to
reddish-brown.



DISPATCH YOUR SQUADRONS

Dispatch one of your three squadrons (Blue,



White, or Gold) after the alien squadron you have selected to attack. **PRESS** one of the three **SQUADRON KEYS**. If you press Blue Squadron key, Blue Squadron **WILL**

APPEAR at the Mother Ship and move slowly toward the alien squadron selected for attack.

NOTE: A squadron will appear as 3 squares, representing its 3 fighters. Each time you lose a fighter in battle, one square will disappear from the corresponding squadron.

You can dispatch all three squadrons, one after another, but you can only dispatch one squadron per alien target. Since YOU CAN CONTROL ONLY ONE SQUADRON IN BATTLE AT A TIME, it is only good strategy to WAIT until your first squadron is close to its alien target before dispatching a second or third squadron. Computer fights for you in any battles which you do not control.

THE BATTLE IS JOINED!

When your squadron arrives at its alien target, it will START BLINKING. At this point, you can take control of the battle or let the computer fight it for you. If the computer fights the battle for you, it will tend to lose ONE OF YOUR FIGHTERS FOR EVERY THREE ALIEN FIGHTERS DESTROYED.

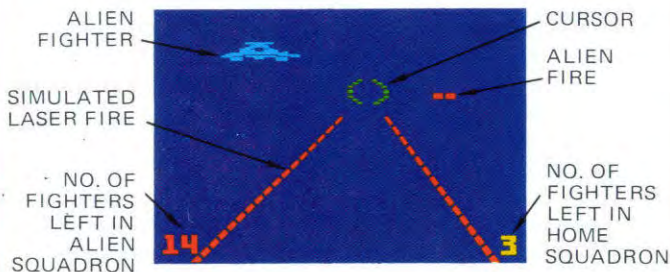


To take control of the battle, PRESS THE GO TO BATTLE KEY THAT CORRESPONDS TO THE COLOR OF YOUR SQUADRON. If you have assigned Blue Squadron to attack an alien squadron and it has arrived on target, press Blue Battle Key to assume control of its battle. Screen will automatically change to COCKPIT CLOSE-UP view.

BATTLE STATIONS!

When you switch to Cockpit Close-up view, ALL ACTIVITY ON THE RADAR SCREEN SLOWS DOWN, but you speed up! You're in battle

action now! Speed, dexterity, and accuracy are the qualities that count.



Use "AIM LASERS" DIRECTION DISC to position the cursor where you want lasers to hit. Press along the outside of the disc to move the cursor in any of 16 possible directions.

Press any of the 4 FIRE BUTTONS on the sides of the Hand Controller. Two lasers will converge at the POINT WHERE THE CURSOR WAS WHEN YOU FIRED. You hear and see the lasers traveling toward your target. You will find it takes about one second for the lasers to strike after you fire, so aim a little ahead of the alien fighter, in its projected path.

Every time an alien fighter is hit, you will **hear** and **see** an explosion! Read-out in the lower left corner of your screen will automatically change to the



number of alien fighters still left.

Be careful! ALIEN FIGHTERS WILL FIRE BACK AT YOU! Their lasers are **harmless** when WHITE, **lethal** when RED. If you see red enemy lasers closing on your cursor, MOVE THE CURSOR! A hit means you lose one fighter. The entire screen FLASHES RED and you hear a LOUD, DEEP TONE. Readout in the lower right corner shows you have one less fighter.

RETURN TO RADAR SCREEN

YOU AUTOMATICALLY RETURN TO RADAR SCREEN:

- ▼ When your squadron destroys **all** fighters in an alien squadron.
- ▼ When all fighters in your squadron are destroyed by alien fire.

YOU CAN SWITCH FROM COCKPIT CLOSE-UP TO RADAR SCREEN at any time by pressing RADAR KEY. If you press this key while engaged in battle, screen will change, but **your squadron will remain in battle**, controlled by the computer.

TO RECALL A SQUADRON FROM BATTLE TO BASE, you must return to Radar Screen. Then press RETURN TO BASE key corresponding to squadron color. EX: To recall Gold Squadron, press RADAR key. When Radar Screen appears, press GOLD RETURN TO BASE key. Battle will be disengaged. Gold Squadron will appear on Radar Screen at its last battle position and move toward Mother Ship.



You can reassign a squadron to attack a different alien squadron **WITHOUT** first recalling it to the Mother Ship. Simply press **RADAR KEY**, select the alien squadron you wish to attack, then dispatch your squadron in the usual manner (page 4).

MOTHER SHIP UNDER ATTACK!

If an alien squadron breaks into the **DIRECT ATTACK ZONE** and begins taking shots at the Mother Ship, a **3-STAGE WARNING**



SIREN will sound. Siren will increase in speed and intensity as the aliens accumulate hits upon the Mother Ship.

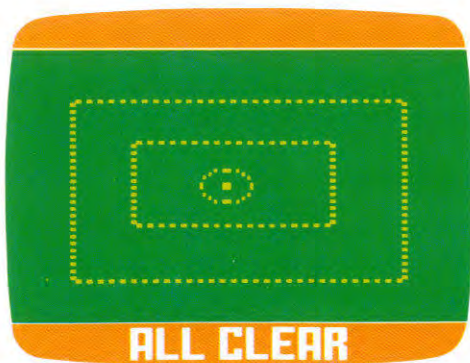
If you hear the warning siren while in battle, **PRESS RADAR KEY** to return to Radar Screen. Determine which of your squadrons is nearest to the threatening alien squadron. **DISPATCH THAT SQUADRON** to attack the aliens, even if you must take it out of another battle.

If you must interrupt a battle close to the Direct Attack Zone, dispatch another squadron to take over that battle. **DEPLOY YOUR SQUADRONS WHERE THEY WILL DO THE MOST GOOD.**

The amount of time it takes for an attacking alien squadron to destroy the Mother Ship depends on the strength of the alien squadron. It takes a squadron of 5 fighters longer to accumulate enough hits to destroy the Mother Ship than it takes a squadron of 15 fighters. This rate is **CUT IN HALF** when you engage the attacking alien squadron in battle.

ALIENS DESTROYED- MOTHER SHIP SAVED!

When all five alien squadrons have been destroyed, you will automatically be returned to the Radar Screen. You will hear a **VICTORY HORN**. Computer will print out an **ALL CLEAR** message. Game is over. Press **RESET** button on Master Component to play again.



MOTHER SHIP DESTROYED . . .

You lose when the Mother Ship accumulates enough damage from alien hits to be destroyed. This can happen if:

- ▼ All fighters in your squadrons are destroyed, leaving the Mother Ship defenseless. The first alien to reach the Direct Attack Zone will be able to blast the Mother Ship without resistance.
- ▼ You fail to return to the Mother Ship when it is under fire from aliens in the Direct Attack Zone.

In both cases, the 3-stage warning siren will sound. After the 3rd stage, if you have not stopped the aliens, the warning siren will change to a DISASTER SIGNAL and the Radar Screen will FLASH RED several times. When it stops, the game is over. Press RESET button on Master Component to play again.

HOW TO WIN!

STRATEGY:

1. Before selecting an alien squadron to attack, note the position, rate of approach, and strength of each. Select alien squadron that presents the greatest threat to the Mother Ship.
2. Do not dispatch all three squadrons at the same time. WAIT UNTIL YOUR FIRST

SQUADRON IS NEAR ITS ALIEN TARGET BEFORE DISPATCHING A SECOND SQUADRON. Remember: you can ONLY CONTROL ONE squadron in battle at a time. The computer fights any other battles in progress for you.

3. Don't let the computer fight your battles for you, unless necessary to slow enemy progress. The computer is a poor shot when fighting proxy and will lose, on the average, ONE OF YOUR FIGHTERS FOR EVERY THREE ALIEN FIGHTERS IT DESTROYS.

4. If you lose two out of three fighters in battle and still face a large alien force, send your depleted squadron back to base and replace it with a stronger squadron. Send the weak squadron into combat with a small alien squadron or leave it at the Mother Ship.

5. Remember that the force of an attack on the Mother Ship depends on the size of the alien squadron attacking it. A large squadron will break through sooner than a small one.

6. Stay in battle as much as possible. As long as you are engaged in battle, alien approach to the Mother Ship is slowed down.

TACTICS:

7. Aim carefully, but keep shooting. There's no limit on the number of simulated lasers you can fire.

8. Keep your cursor moving. The aliens are

shooting back at you. If alien fire hits your cursor, you lose a fighter.

9. Knock out two or three alien fighters with one laser burst. Fire at clusters of alien fighters, aiming at one of the ships. The explosion of your hit may take out one or two nearby alien fighters.

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:

Consumer Adjustment Center
5150 Rosecrans Avenue
Hawthorne, California 90250

for 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.

HOW TO ORDER YOUR REPLACEMENT OVERLAYS

Complete the order form below and mail it with your check or money order for \$1.25 per set of 2 overlays. California residents add 6% sales tax. Address check or money order to Mattel Electronics®, Box 2350, Hollywood, CA 90025. Allow 4-6 weeks for delivery. Offer subject to availability.

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