

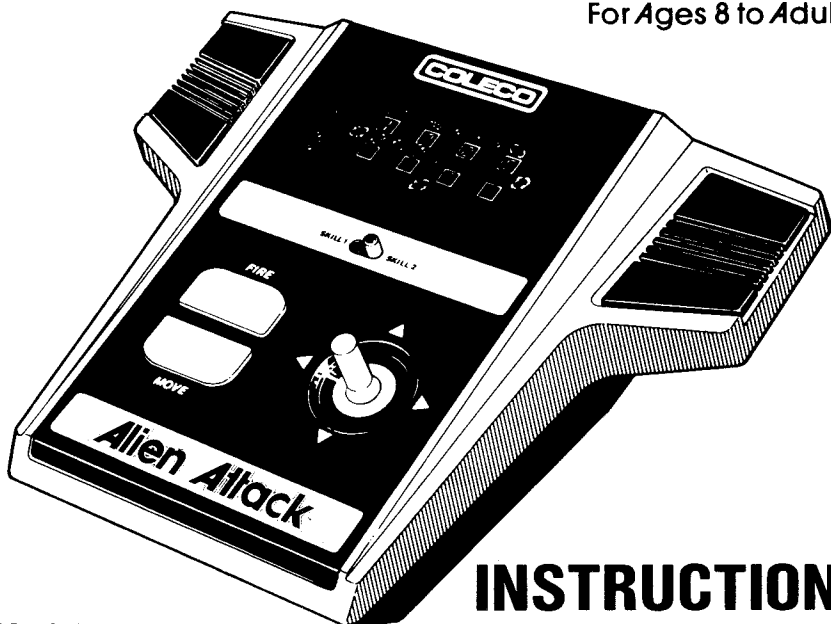
COLECO

Guide No. 76836A

Alien Attack™

THE ACTION-PACKED SPACE BATTLE GAME!

For Ages 8 to Adult



Model No. 2370

INSTRUCTIONS AND GAME RULES

Aliens attack from all sides...
You defend with missiles!

HOW LONG CAN YOU HOLD OUT?

- 4 Directional Movement & Firing
- Arcade-Type Joy Stick Control
- Multi-Color Display
- Two Skill Levels
- 15 Attack Speeds
- Electronic Point and Bonus Scoring
- Space Battle Sound Effects
- Requires 4 "C" Cell Alkaline Batteries.
Ray-O-Vac # 814-2 recommended (not included)

COLECO

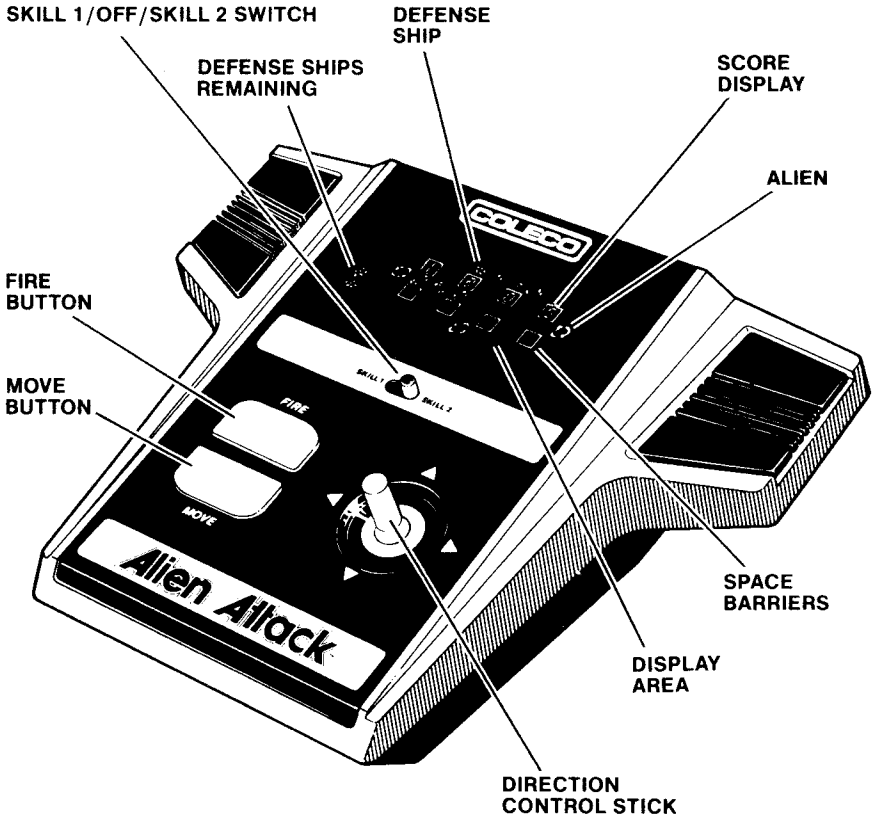
MANUFACTURED FOR COLECO INDUSTRIES, INC.,
AMSTERDAM, NEW YORK 12010

GAME DESCRIPTION

You defend against the attacking aliens in this action-packed electronic space battle game! You command three defense ships — your mission, to ward off and “eliminate” the attacking aliens. You move your first ship out — the alien attack begins! They swirl toward you — firing destructive beams as they come. You fire a missile — it’s a hit! — One alien is eliminated . . . but others keep on coming! They fire . . . you take refuge behind an impenetrable space barrier. Safe — but only for the moment! You move your ship out again — aliens surround you — your ship is gone!

You summon your second ship into the battle. Fire . . . miss . . . fire . . . hit . . . hit . . . hit — their numbers are down! Finally, they’re wiped out! And yet, another alien fight swirls in. How long can you hold out?

GAME CONTROLS AND FEATURES

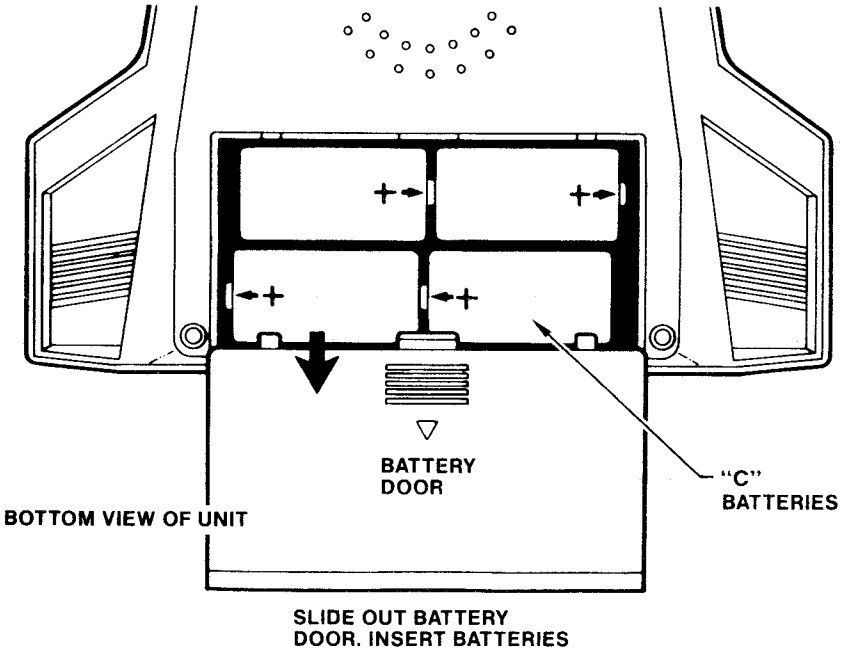


GETTING READY TO PLAY

INSERT THE GAME BATTERIES

IMPORTANT

Requires 4 "C" cell alkaline batteries. (not included)



To install batteries, slide out battery door and insert 4 "C" cell **alkaline** batteries in order and direction as shown. Replace battery door.

NOTE: Game **will not** operate properly if **BATTERIES are weak**. Any erratic display or play action may be a symptom of weak batteries. **Replace with fresh alkaline batteries.**

OBJECT OF GAME

AVOID THE ALIENS. Shoot down as many attackers as you can with your three defense ships. Compete against your friends. Player with the **highest score wins.**

HERE'S HOW TO PLAY

STEP 1.

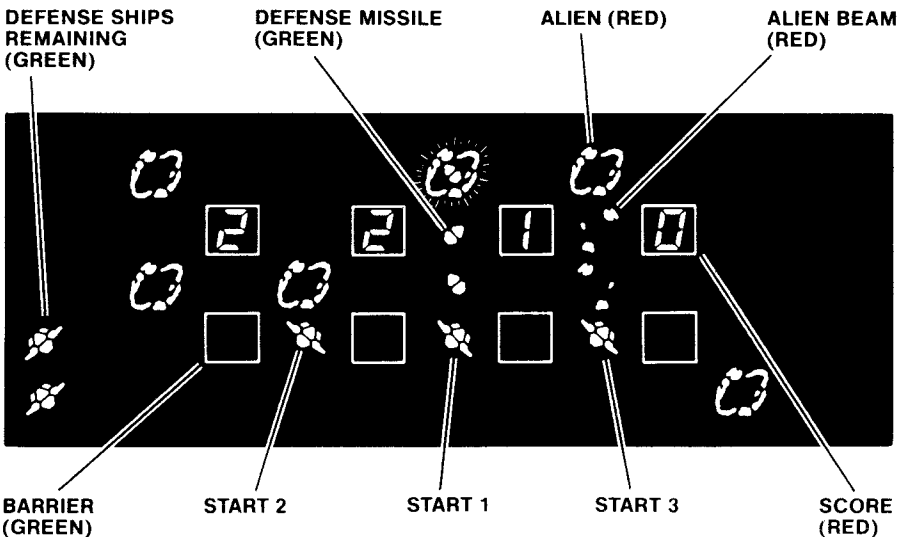
Start the game by setting the **On/Off switch** to **Skill 1** or **Skill 2**. Aliens attack at a faster speed in Skill 2 than they do in Skill 1.

STEP 2.

Using the **DIRECTION STICK**, and either the **MOVE** or **FIRE** **BUTTONS**, you can control the green Defense ship appearing in Start Position 1.

Move your **DEFENSE ship** by pointing the **DIRECTION STICK** in the direction you want to go **while pressing the MOVE BUTTON**. The ship will **continue to move** in that direction for as long as you activate both the **DIRECTION STICK** and **MOVE BUTTON**. However, you **cannot move or fire through the barriers or off the display**. When this occurs, the **DEFENSE ship** stops unless you change direction by using the Direction Stick (while still holding the MOVE Button).

GAME DISPLAY



STEP 3.

To fire a green missile, **point the DIRECTION STICK** in the direction you want to fire while **pressing the FIRE BUTTON**. You **must release** the Direction Stick and point again for each missile you fire. There is a short **"reload"** delay before you can fire the next missile. Each time you **destroy an Alien** with your missile, **you score points**. (See Scoring Chart)

STEP 4.

When an Alien engulfs your ship or hits it with a Beam, your ship will be destroyed. When this happens your next ship will then appear in a **new starting position** (see GAME DISPLAY), and the play continues. You have 3 ships per game. The DEFENSE SHIPS REMAINING indicator on the left of the DISPLAY keeps track of your ships. **THE GAME ENDS WHEN ALL THREE SHIPS ARE DESTROYED.**

STEP 5.

To **start another game**, the **On/Off switch** must be set to the **OFF position** then set to **Skill 1** or **Skill 2**.

— GENERAL INFORMATION & SCORING —

HOW THE ALIENS MOVE AND ATTACK

At the beginning of every game, Aliens start to appear from the corners. They home in and fire Beams which can destroy your ship. When a flight of six Aliens is destroyed, another **faster** flight will appear.

DEFENSE SHIP OR ALIENS CAN NOT MOVE OR FIRE THROUGH BARRIERS OR MOVE OFF THE DISPLAY.

DEFENSE SHIP missiles CANNOT destroy Alien Beams; Alien Beams CANNOT destroy DEFENSE SHIPS Missiles. Beams and Missiles travel a maximum of 3 positions.

SCORING

You score points by destroying individual Alien Attackers. Every time you destroy a flight of six Aliens, BONUS points are added to your score. After your third DEFENSE ship is destroyed, the game is over and the scoreboard flashes your final score until the unit is turned off.

Any Alien occupying the Starting Position when the next DEFENSE ship appears is eliminated, and no points are scored. Therefore, it is possible to have less than the ROUND TOTAL score as shown.

SCORING CHART

<u>FLIGHT</u>	<u>SINGLE ALIEN</u>	<u>FLIGHT BONUS</u>	<u>ROUND TOTAL</u>
1	5	50	80
2	10	100	160
3	15	150	240
4	20	200	320
5	25	250	400
6	30	300	480
7	35	350	560
8 . . . through end of game	40	400	640

SKILL LEVELS

There are 8 Alien flight speed levels (1-8) in Skill 1. If level 8 is reached, it is sustained until the end of the game. There are 8 Alien flight speed levels (8-15) in Skill 2. If level 15 is reached, it is sustained until the end of the game.

THE DEFENSE SHIP ALWAYS MOVES AT A CONSTANT SPEED.

POINTS TO REMEMBER

- You cannot move and fire at the same time. To move you must activate the Move Button and the Direction Stick. To stop, release either the Move Button or the Direction Stick. Similarly, to fire, activate both the Fire Button and the Direction Stick. To stop firing, release either the Fire Button or the Direction Stick.
- At the start of each flight, the DEFENSE ship is repositioned at Starting Position 1, and may be moved before the Aliens move.
- If a DEFENSE ship is destroyed, the next ship appears to fight the remaining Aliens. Any Alien occupying the Starting Position when the next DEFENSE ship appears is eliminated, and no points are scored.
- If a DEFENSE ship or Alien is destroyed after firing a Missile or Beam, the Missile or Beam is still deadly — UNLESS THE SHIP IS YOUR THIRD, which immediately **ends the game**.

SPECIAL INFORMATION

1. **TO AVOID BATTERY DRAIN**, always be sure game is **turned off** when **not in use**.
2. **IF GAME FAILS TO OPERATE** after prolonged play, your batteries are probably worn out or dead. Replace with **fresh "C" cell alkaline batteries**.
3. **DO NOT ATTEMPT TO OPEN GAME**. This game does not contain any serviceable parts.

CARE OF YOUR GAME

- TREAT YOUR GAME WITH CARE.
- DO NOT DROP OR BANG ON GAME.
- DO NOT BANG OR FORCE CONTROL BUTTONS.
- KEEP GAME AWAY FROM HEAT AND MOISTURE.
- DO NOT STORE OR LEAVE GAME IN AUTOMOBILE WHERE IT MAY BE SUBJECT TO HEAT BUILD-UP.

NOTICE

This game generates and uses radio frequency energy and if not installed and used properly, that is in strict accordance with the instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this game does cause interference to radio or television reception, which can be determined by turning the game off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna.

Relocate the game with respect to the receiver.

Move the game away from the receiver.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio TV Interference Problems".

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

**PLEASE RETAIN THIS GUIDE
AND ALL LITERATURE FOR FUTURE REFERENCE
COLECO INDUSTRIES, INC., AMSTERDAM, N.Y. 12010**

LIMITED WARRANTY

Coleco warrants to the original purchaser only, each Game against factory defect in material and workmanship for 90 days from the date of purchase. If your Game fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid, together with your check or money order for \$5.00 for handling and inspection, and your **name, address, proof of the date of purchase and a brief description of the problem**, to the Factory Service Station as listed. If your unit is found to be factory defective during the first 90 days, it will be repaired or replaced at no additional cost to you. If the unit is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

SERVICE POLICY

If your game requires service after expiration of the 90 day Limited Warranty period, Coleco will service the game and put it in working condition or replace it with a reconditioned model (at our option), on receipt of your game, postage prepaid, with your check in the amount of \$15.00. Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the unit and Coleco shall not be obligated to service any game after 1 year from the date of purchase.

All returns must be directed to: **Coleco Industries, Inc.
Customer Service Department
35 Willow St., Bldg. # 5
Amsterdam, New York 12010**

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty does not cover any claim concerning worn out or defective batteries.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.



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