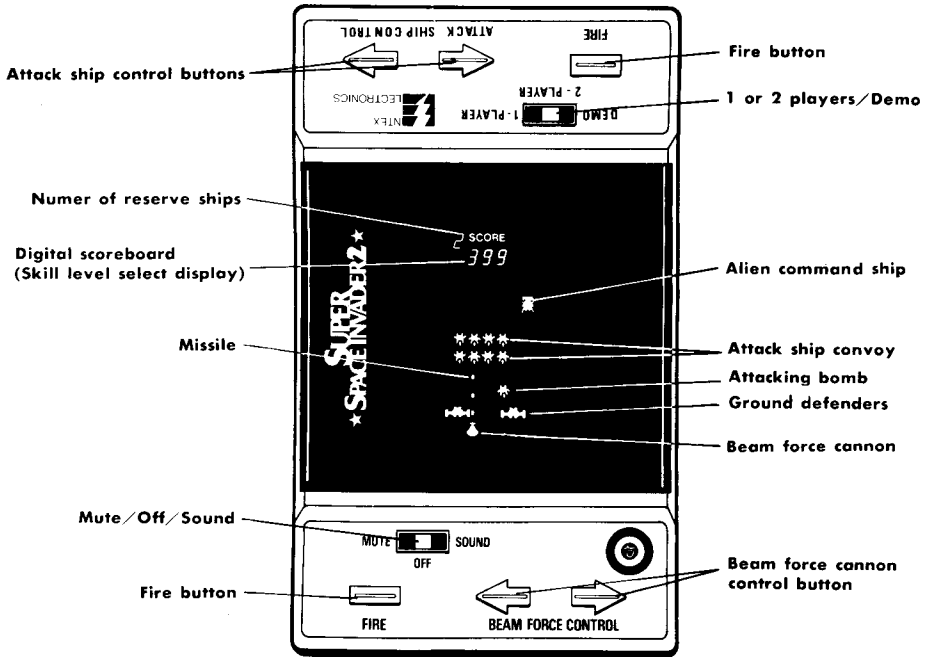


**ELECTRONIC COLOR**

# ★ SUPER SPACE INVADER 2 ★

**HAND-HELD GAME**



- *Two Color Fluorescent Display*
- *One or Two players*
- *Three Skill Levels*
- *Realistically Shaped Alien Command Ship, Attack Ship, Beam Force Cannon, Ground Defender, Bombs and Missiles*
- *Silent Mode Option*



## **Insert Batteries**

### **Batteries:**

Turn game upside down. Press tab towards cover and lift cover off. Insert 4 "C" (UM-2) batteries. (Alkaline type will last longer). Battery positions are indicated inside the battery box. Replace cover.

### **AC Adapter**

This game can be played by using an AC adapter (use only Entex #6060 AC adapter – sold separately). To use adapter remove batteries from game, then insert AC adapter plug into AC jack on the side of the game. When not in use, remove AC adapter from wall socket.



## **Object of Game**

Attain the highest score by destroying as many Attack Ships and Alien Command Ships before your Beam Force Cannon is disabled. This is accomplished by using the Beam Force Control Fire button to fire your missile rocket to destroy the Attack Ships. You also use your Beam Force Control for evasive action against the invading forces. Your Space Force consists of two stationary Ground Defenders and the controlled Beam Force which fires rockets.

**One Player** – You command the Beam Force Control. The built-in computer commands the Attacking Ship against you.

**Two Players** – You command either the Beam Force Control or the Attacking Ship. Your opponent takes the other side in One-on-One™ space battle.

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## Controls

- A. **OFF/SOUND/MUTE** – Switch to SOUND (sound effects) or MUTE (no sound effects) to start game. After game is over, switch to OFF, then back to SOUND or MUTE to reset game.
- B. **Beam Force Control:** These buttons move the Beam Force Cannon left and right to fire rockets with the Fire button, and/or to escape being hit by bombs. By holding either directional button down, the Beam Force Cannon will continue to move in the commanded direction until it encounters the edge of the screen.
- C. **Fire Button:** When Fire is pressed a lighted blip representing a Missile Rocket will advance toward the invading fleet in a straight trajectory. If you destroy an Attack Ship it will disappear. When the Alien Command Ship appears at the top of the screen you must time the launching of your missile rockets (Fire button push) to reach it on a collision path.
- D. **1 PLAYER/2 PLAYER/DEMO** – Select single player (1 Player), two players (2 Player) or demonstration mode (Demo).
- E. **Fire Buttons (Beam Force Control)** When the Fire button is pressed, a missile will move toward the Attack Ships in a straight trajectory. When an Attack Ship is hit destroyed and will disappear.
- F. **Attack Ship (Player 2)**  
These buttons are used to control the movement of an Attacking Ship. Holding button down will move the Attack ship right and left.
- G. **Fire Button (Attack Ship)** When the Fire buttons is pushed the attacking ship will shoot one on a straight trajectory along the screen.
- H. **Ground Defenders** Ground defenders are destroyed after absorbing 6 hits by either Attack Ship or Beam Force Cannon missile.

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## Playing Instructions

### A. Single Player

1. 1 PLAYER/2 PLAYER/DEMO — Switch to 1 PLAYER.
2. Skill Level — Pick your skill level by turning game ON. The digital display show in sequence the skill levels 1–3. 1-Amateur 2-Semi-Pro. 3-Professional. Press Fire button (Beam Force Cannon) when the skill level you desire is showing on the display. When do this, the game will start.
  - a. Amateur: If you succeed in destroying all but two of the Attack ships, they will stop firing. If they reaching the bottom row, the game is over.
  - b. Semi-Pro: Action is similar to amateur play but Attack Ship do not always stop firing when only two are left.
  - c. Professional: Action is same as Semi-Pro. play but if you destroy all Attack Ship a new group of Attack Ships appears at the next lower level.
3. OFF/SOUND/MUTE — Turn game on selecting sound effects or silent (MUTE).

Player controls Beam Force Control buttons and Fire button. When the game starts, the player has three Beam Force Cannons. For every 1,000 points scored, a bonus Beam Force Cannon is awarded and will appear in the reserve ship display. Once all the Beam Force Cannon have been destroyed, the game is over.

Whenever the player manages to destroy all the Attack Ships on the screen, a new convoy will appear. When the game is over the final score will be displayed until the game is turned OFF. To reset game, turn to OFF, then back to SOUND or MUTE.

### B. Two Player

1. 1 PLAYER/2 PLAYER/DEMO — Switch to 2 PLAYER.
2. OFF/SOUND/MUTE — Turn game on selecting sound effects or silent (MUTE)
3. First player uses Beam Force control and plays the game the same as in the single player game. The second player uses the Attack Ship control buttons to maneuver his attacking ship while using the Fire buttons to shoot bombs at the Beam Force Cannon to destroy it. When the second player destroy a Beam Force Cannon, the Cannon will disappear. When all the Beam Force Cannon are destroyed, the game is over. To reset, turn to OFF, the back to SOUND or MUTE.

### C. DEMONSTRATION

1. 1 PLAYER/2 PLAYER/DEMO- Switch to DEMO.
2. Hold Missile Fire button (First player's side) down while sliding the OFF/SOUND/MUTE switch to SOUND or MUTE.
3. When the game is set in the DEMO mode, all the figures will light up then the game will play a continuous and automatic single player game with the computer controlling the Attack Ship and the Beam Force Cannon. When the game is over, it will reset automatically, but the score will restart from the point at which the previous game was over. This feature can aid you when you first start playing, as it will help you to understand how the game operates.

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### Scoring

- A. Digital Scoring: Maximum score of 999 points. Automatic reset to 000.
- B. Depending on your timing a hit on the Command Ship is worth 10, 30 or 50 points for a direct hit. Destruction of Attack Ships are scored as 5 points for long range (upper level) and 3 points for close range.

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### Note On Batteries

**BATTERY LIFE :** Be sure to turn your game off whenever it is not in use. We have done all we can to make your game economical, but micro-computers get hungry.

If Fluorescent display lights or scoring device become erratic, replace the batteries with fresh ones.

### IMPORTANT

Do not leave your game near very hot locations such as a car window on a sunny day, or a fire or heating device for long periods of time, as this could distort the case.

Always store in a dry place.

Turn game off when not in use to save batteries.

## 90 Day Limited Warranty

Entex Industries warrants to the original owner that this hand-held electronic game will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period a defective game will be either repaired or replaced (at our option) without charge to the owner, when returned with proof of the date-of-purchase, postage prepaid and insured, to Leisure Dynamics of Canada Ltd. 1315 Lawrence Ave. East. Don Mills, Ontario M3A 1C6.

Units returned without proof of date-of-purchase, or out-of-warranty units returned, will be repaired or replaced (at our option) for a service charge of \$30.00. Send certified Check or money order made out to Leisure Dynamics. Units must be returned postage prepaid and insured.

Packing and returning instructions:

1. Pack in the original carton, or use a good carton with plenty of crumpled paper to Protect the unit.
2. Address to:  
Leisure Dynamics of Canada Ltd.  
1315 Lawrence Ave. East.  
Don Mills, Ontario M3A 1C6
3. Apply correct postage stamps and insure the unit; then mail.

[www.handheldmuseum.com](http://www.handheldmuseum.com)