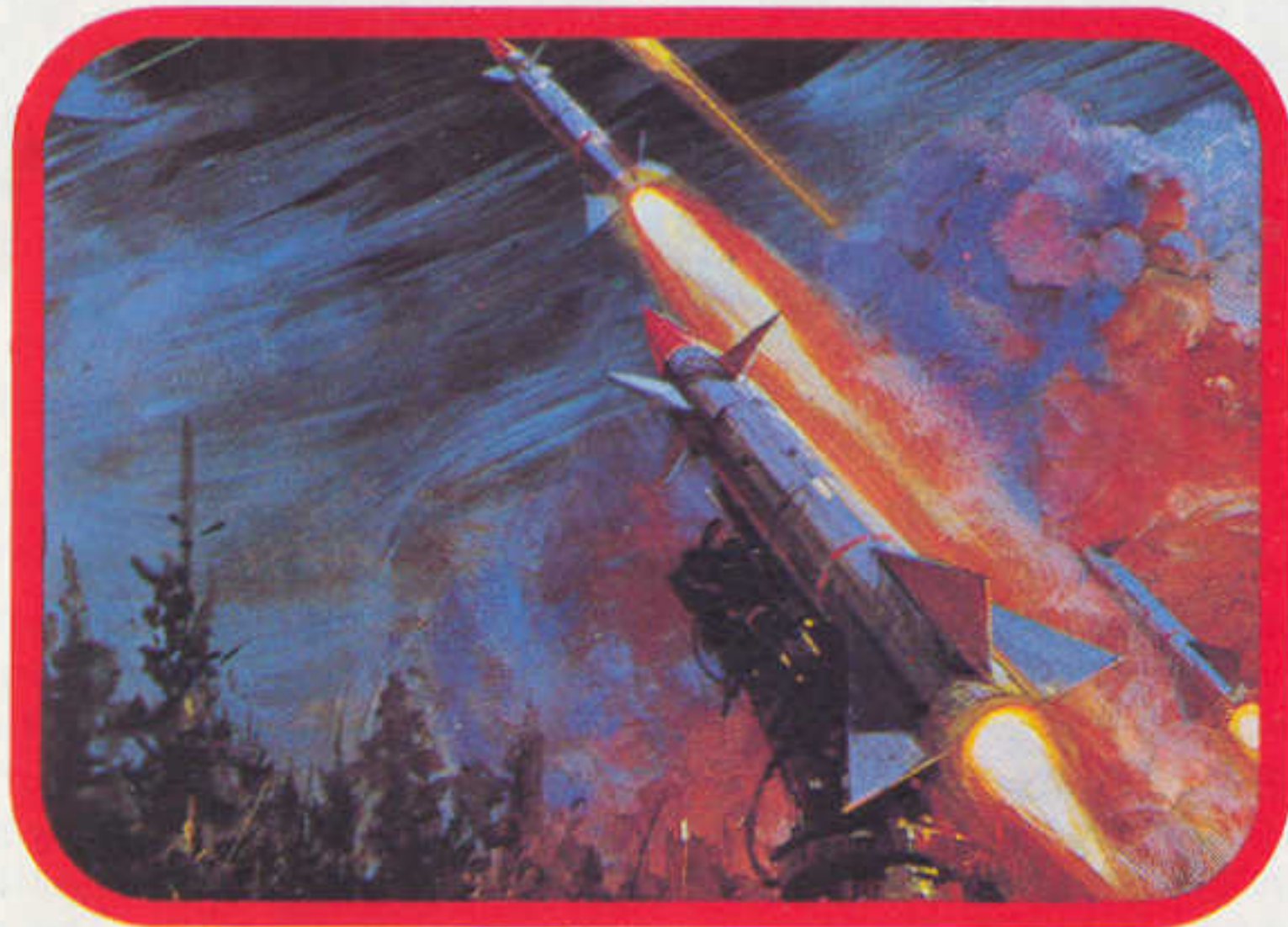


**MISSILE**



**CONTROL**



**VIDEO GAME INSTRUCTIONS**

## **GAME SCENARIO**

You're in command at Missile Control. Your job, protect your Cities at all costs. Waves of merciless Alien Spaceships are attacking. Blast their incoming bombs out of the sky . . . . . not enough . . . . . Now get rid of these relentless marauding Invaders . . . . . Blast their spaceships too. Not easy once they throw up their protective Force Fields. Finally, there is only one way . . . . . use your Defense Shields and try a bank shot off their moving platforms.

The action gets faster and faster. You test every shooting skill you know, plus invent a few new ones, but protect your Cities you will . . . . .

## **SETTING UP**

Always insert cartridge with console power off.

Securely connect left joystick. Hold joystick with "Fire" button on upper left hand corner as shown.

When power to the game console is turned on, a portion of the game display can be seen in action. The number 1 (one) will appear on the lower part of the picture. This indicates that the game will start at level 1 (one).

### **Game Select Switch**

Missile Control is a six part game. By depressing the game select switch you can choose which part of the game will be played first. If you hold the switch down, the selections will automatically cycle. The games

will update to the next higher number after all alien spacecrafts in that section of the game are destroyed. The following list is a brief description of the various games.

**Game 1** Slow bombs no force field

**Game 2** Slow bombs penetrable force field

**Game 3** Medium speed bombs penetrable force field

**Game 4** Medium speed bombs impenetrable force field

**Game 5** High speed bombs impenetrable force field

**Game 6** Highest speed bombs impenetrable force field

Each game has a spacecraft design exclusive to that game.

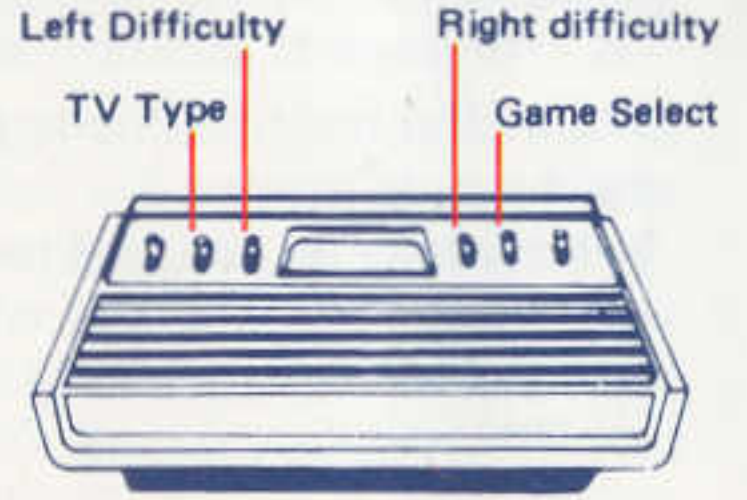
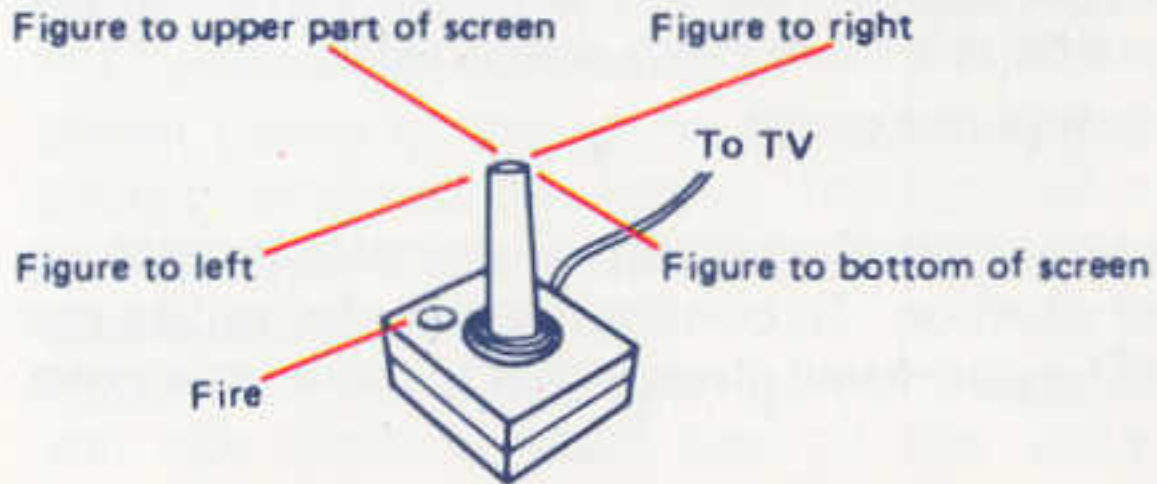
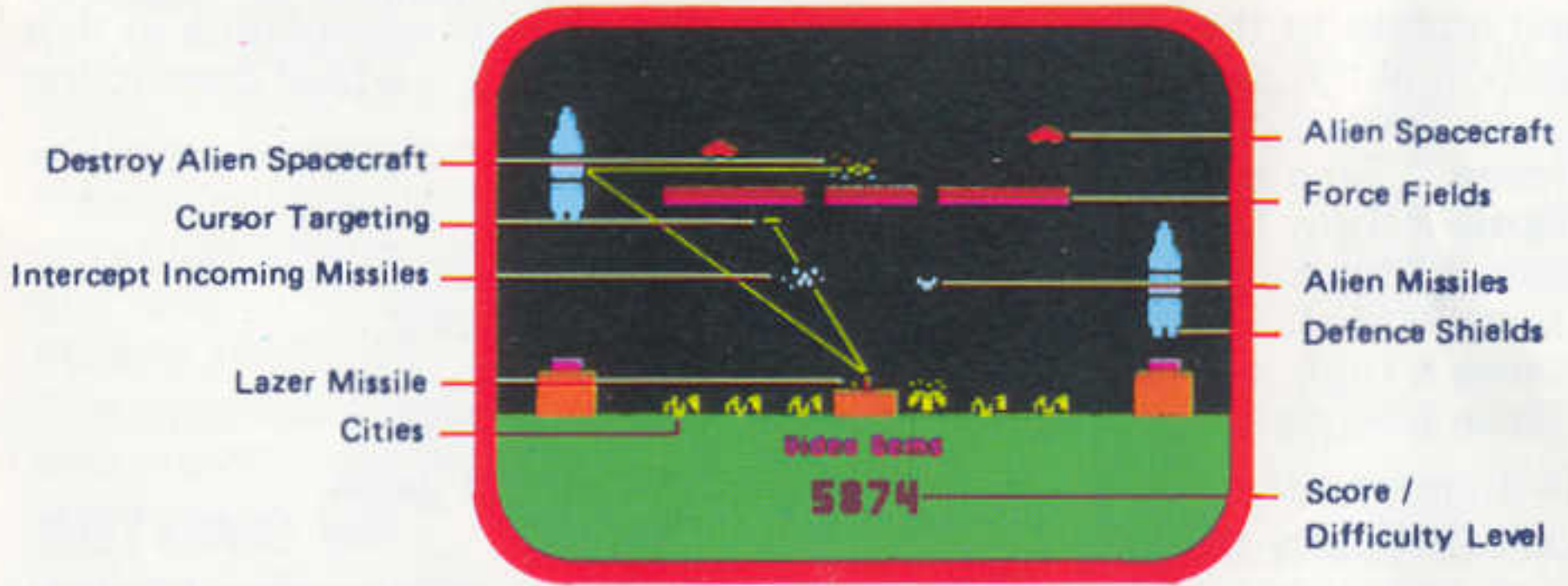
### **Left Difficulty Switch**

Each part of games 1 and 2 consists of eight alien spacecrafts. All other games have sixteen aliens. If you position the left difficulty switch in the "B" (or expert) position all games will have eight alien crafts.

(Note: the right difficulty switch is not used)

### **TV Type Switch**

The switch can be used to stop the game (time out) at any time by placing it in the B-W (black and white) position. To continue game play return the switch to the color position. (The game will always play in color on a color TV set)



## PLAYING

To start the game press the button on the joystick (or the game start switch on the console). To aim your spacegun (laser missile) fire, position the movable cursor with your joystick and press the fire button. Your projectile will always follow a path from the top of your spacegun platform, through the cursor and then continue on a straight line to your target.

The exception is when you are attempting a missile "bank" or deflection shot. Rising from the left and right hand portion of the screen are friendly (defense shields) missiles which can be used to deflect your projectile and destroy an alien spacecraft. In games 4, 5 and 6 your projectile cannot penetrate the alien force fields, so you must use your defense shield missiles to deflect your projectile to destroy the enemy invaders.

During play the invading spacecraft will attempt to destroy your cities by dropping bombs (alien missiles). Your job is to intercept and destroy these bombs with your projectiles.

You can fire your projectiles continuously by holding down the fire button. In games 2 and 3 you can destroy the enemy by first blasting a hole in their force field and then fire a projectile through the gap. Unfortunately the enemy is highly advanced and have the capability of repairing their force fields after a while.

## SCORING

When the game starts you are given 800 points.

For every city the enemy destroys you lose 200 points.

For every alien spacecraft you destroy you are given 90 points.

Note: Should you enter the game at a high level and lose more cities (200 points less) then destroy alien spacecraft (win 90 points) you may lose your initial 800 points. Should this happen, the game may end with cities still remaining.

At the end of every wave of alien spacecraft (8 in games 1 and 2, 16 in other games with the left difficulty switch in the "A" (novice) position) you are given bonus points for every city remaining (there are six cities at the start of the game). The point value for these remaining cities varies with the game you are playing as follows:

<b>Game</b>	<b>Bonus points for remaining cities</b>	<b>Maximum</b>
1	100	600
2	200	1200
3	400	2400
4	800	4800
5	1000	6000
6	2000	12000

For every 4 alien spacecraft you destroy you are rewarded with a new city.  
Total maximum scoring is as follows:

<b>Game</b>	<b>Spacecraft</b>	<b>Cities</b>	<b>Cumulative (800 to start)</b>
1	8 x 90 = 720	600	2120
2	8 x 90 = 720	1200	4040
3	16 x 90 = 1440	2400	7880
4	16 x 90 = 1440	4800	14120
5	16 x 90 = 1440	6000	21560
6	16 x 90 = 1440	12000	35000

if game 6 is successfully completed it will automatically repeat indefinitely.

<b>Score</b>	<b>Rating</b>
5,000	poor
10,000	good
20,000	excellent
25,000	great

Proficiency Ratings:

## **HELPFUL HINTS**

Protect and defend your cities.

Have fun, good luck and look for other challenging VIDEO GEMS games.

## WARRANTY

In lieu of any other expressed warranty by distributors or retailers Video Gems warrants to the original consumer purchaser of this Video Gems game cartridge that it will be free from defects in materials and workmanship for 90 days from the date of purchase. If this cartridge is discovered to be defective within the warranty period, Video Gems, at its option, will repair or replace this cartridge free of charge, upon receipt of the cartridge, postage prepaid, with proof of date of purchase, at the following location:

### VIDEO GEMS

G.P.O. Box 13014, Hong Kong.

This warranty is limited to electronic and mechanical parts contained within the cartridge. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through, or the cartridge shows signs of, misuse, excessive wear, modifications, or tampering.

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**MISSILE  
CONTROL**



**10000 Points  
Qualified**

**MISSILE  
CONTROL**



**20000 Points  
Qualified**