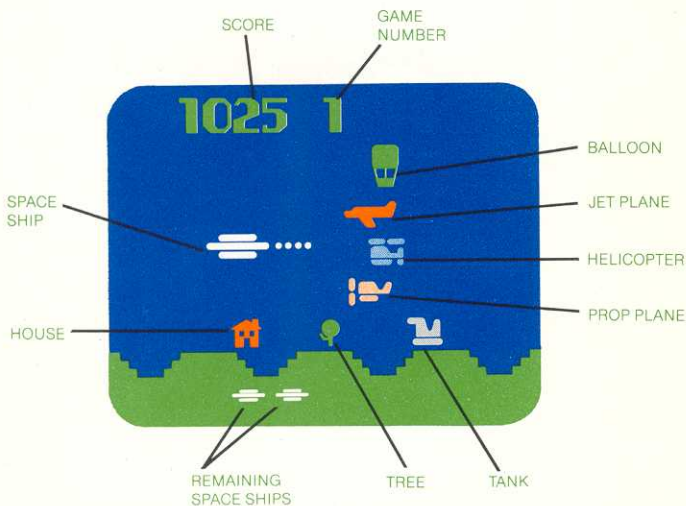# Space™ jockey

INSTRUCTIONS
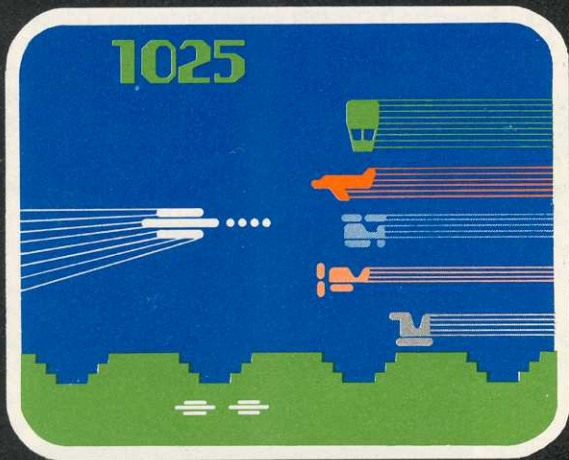
Space Jockey

Space Jockey is a single player, full color, action game designed to be played on the ATARI® Video Computer System™ or the Sears Tele-Game.™

You are a Space Jockey at the controls of a highly maneuverable Attack Saucer, which appears on the left side of the screen. A variety of enemy weapons and obstacles appear on the right and move toward your space ship. These include tanks, jet planes, prop planes and helicopters, which all fire at you. Additionally, there are balloons, houses and trees that do not fire but are obstacles capable of destroying your Attack Saucer upon impact.

Your objective is to shoot down as many of the enemy objects as possible, scoring as many points as possible, while at the same time avoiding enemy fire.

Initially you have a fleet of three space ships available to you. For each 1,000 points you can score, an additional ship will be available to you.

SCORE

GAME NUMBER

1025 1

BALLOON

SPACE SHIP

JET PLANE

HELICOPTER

PROP PLANE

HOUSE

REMAINING SPACE SHIPS

TREE

TANK

Instructions

1. Connect the ATARI Video Computer System or Sears Tele-Game following the manufacturer's instructions.
2. Install the Left Joystick control. The Right Joystick is not used.
3. Insert the cartridge, making certain that the power is **OFF.**
4. Move the power switch to **ON.**
5. Select the desired level of difficulty:
   Left Difficulty Switch— UP for fast enemy shot.
   DOWN for slow enemy shot.
   Right Difficulty Switch—UP for frequent enemy shot.
   DOWN for less frequent enemy shot.
6. Select the game of your choice. Continuous activations of the SELECT switch will cycle the unit through 16 possible game variations of increasing difficulty. See the chart.
7. To start the game, press the Red Fire Button. This should be oriented to the upper left hand corner of the Joystick.
8. Your accumulating score will appear at all times at the top of the screen.
9. Points are scored as follows:

Jet Plane	**100 points**	**Helicopter**	**50 points**
Prop Plane	**100 points**	**Balloon**	**25 points**
Tank	**100 points**	**House**	**20 points**
		Tree	**20 points**

   The game ends when all of the player's space ships are destroyed. Remember, for each 1,000 points you can score, an additional ship will be available to you.
10. To view the highest score at game completion, wiggle the Joystick.
11. To reset the game at any time, depress the game **RESET** switch on the ATARI Computer System or Sears Tele-Game.
12. To reset the game at completion, depress either the Fire Button on the Joystick, or the game **RESET** switch on the ATARI Computer System or Sears Tele-Game.

Space Jockey Game Variations

GAME NO.	PLAYER CAN DIRECT HIS MISSILE	ENEMY SHIPS MOVE IN RANDOM FASHION	PLAYER CAN MOVE HIS SHIP HORIZONTALLY	COLLISIONS DESTROY SPACE SHIP
1				
2	●			
3		●		
4	●			
5			●	
6	●			
7		●		
8	●			
9				●
10	●			●
11		●		●
12	●	●		●
13			●	●
14	●		●	●
15		●	●	●
16	●	●	●	●

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