

VIDEO GAME INSTRUCTIONS

# ARCADIA-2001™

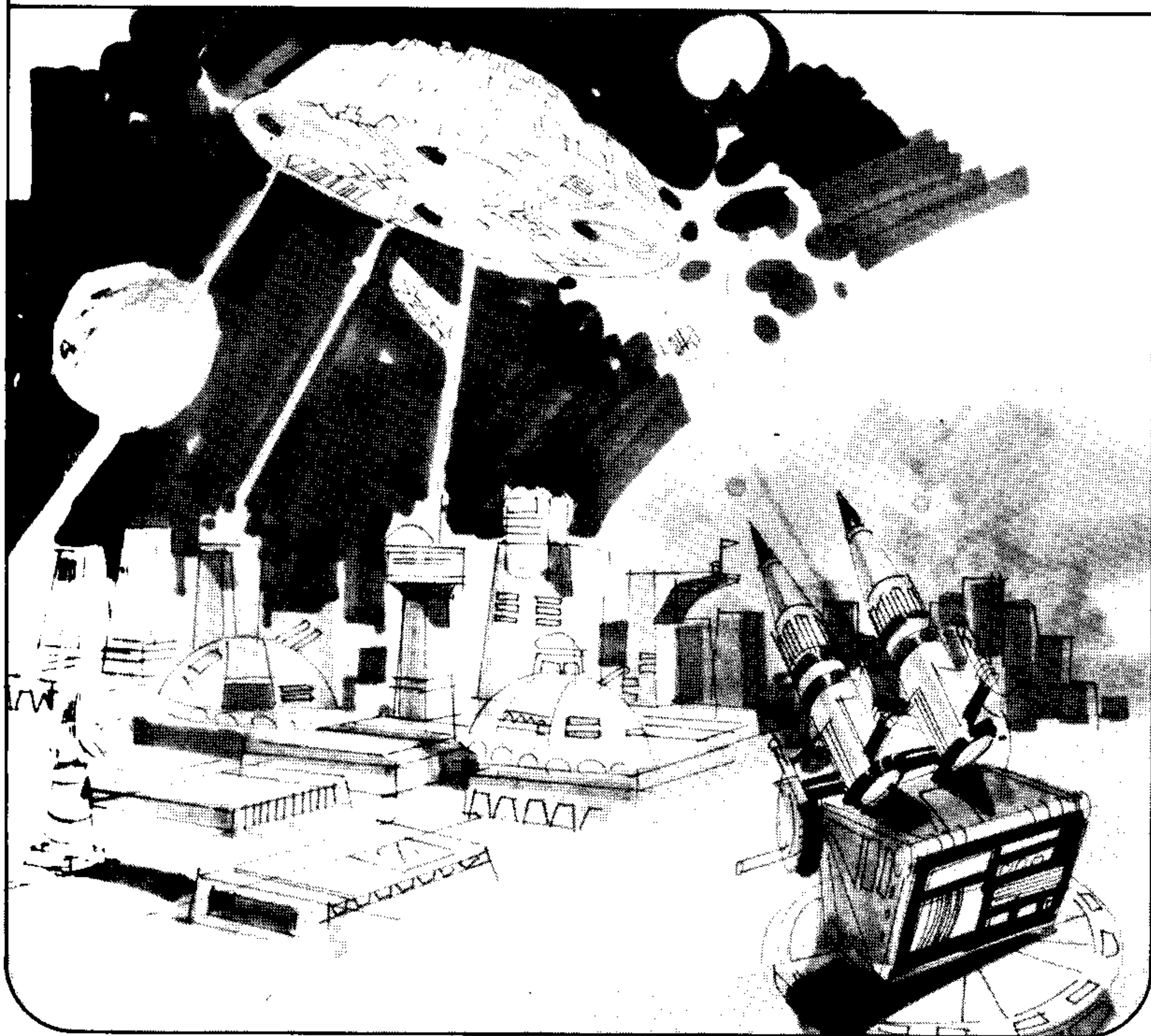


BY



*Emerson*

# Missile War™



CART. NO. 10

PART NO. 1010

## GENERAL

1. Be sure the POWER switch is in OFF position (RED POWER LITE OFF) when inserting or removing a game cartridge. This will prevent damage to your cartridge and console.
2. Insert mylar overlay into the controller keyboard.  
(See Figs. 1 & 2)
3. Insert cartridge into console (GAME NAME SHOULD FACE YOU).
4. Read this "OWNERS MANUAL" before playing game.
5. Refer to it for all necessary adjustments for best results.

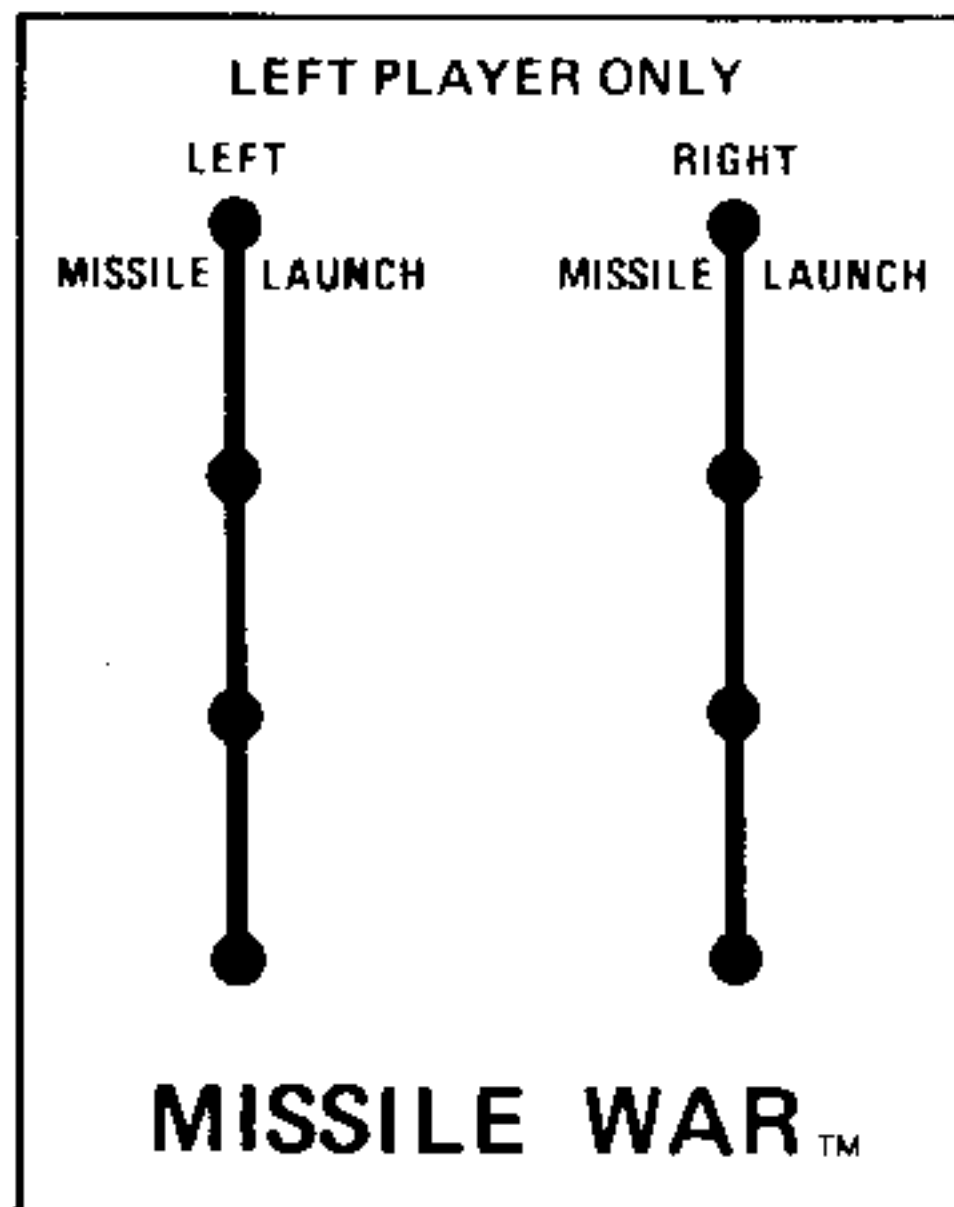


FIG. 1  
OVERLAY

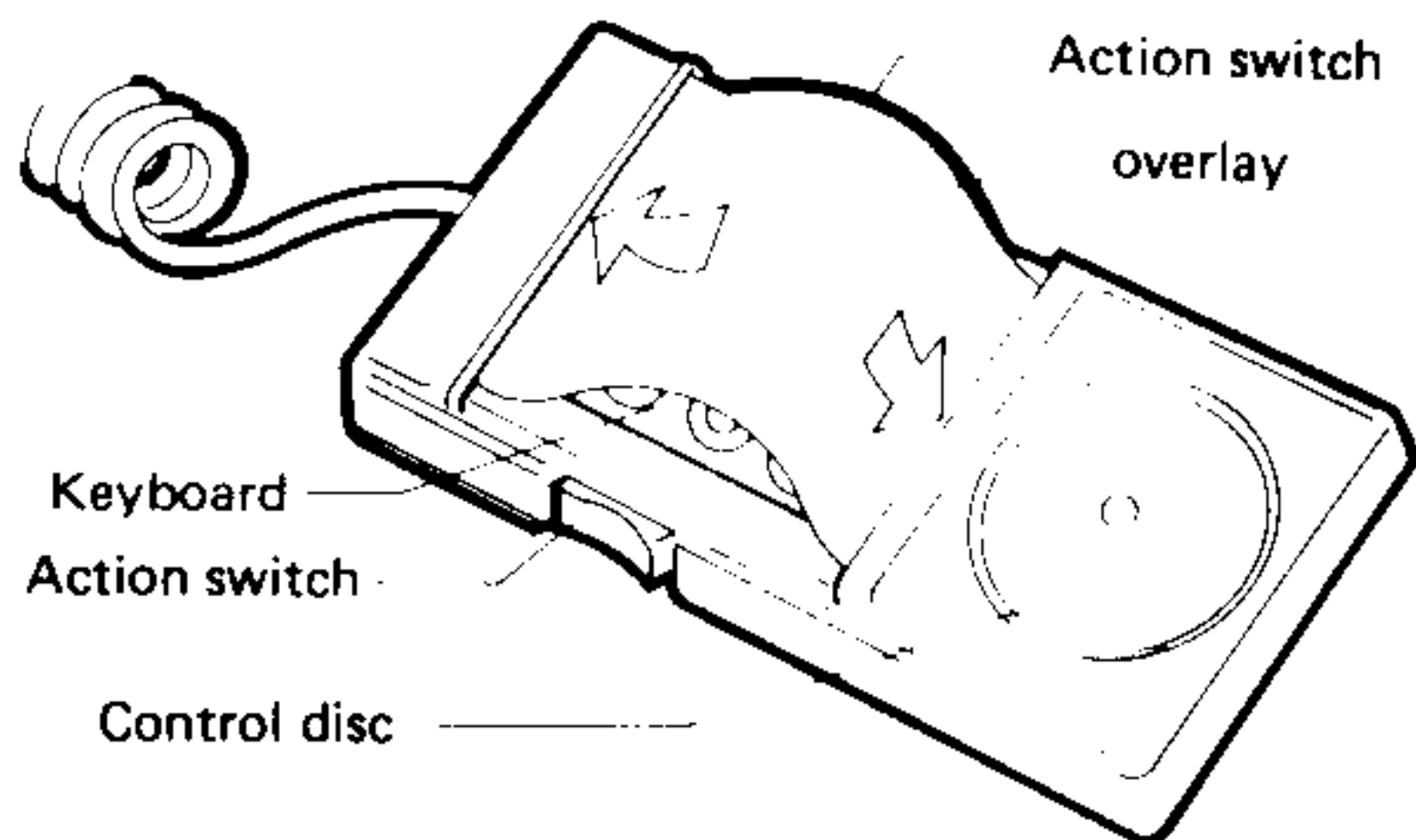


FIG. 2  
HOW TO INSTALL OVERLAY

## **II. OBJECT OF THE GAME**

1. The object of the game is to obtain as many points as possible.
2. Points are obtained by protecting your cities and missile launchers from enemy missile attack by launching your own missiles to destroy them before they can reach your cities and missile launchers.
3. Player starts with 4 cities and 2 missile launchers. Each launcher has 10 missiles. You also have a "laser marker" to aim your missiles.
4. If you succeed in blowing-up the enemy missiles, or if they fall harmlessly outside your cities, you will then be given time to "restock" your launchers with new missiles before the next attack. Your score will be calculated on how many cities you still have and how many missiles you have left unlaunched after the enemy attack stops.
5. When all your cities are destroyed, the game ends.

## **III. TO START THE GAME**

1. This is a 1 player game - use left controller.
2. Insert cartridge into console.
3. Press POWER switch to "ON" Position, the red POWER Light will be lit.
4. Press "RESET" button, the picture shown in Fig. 1 should appear on the screen.
5. Press "START" button to start the game.

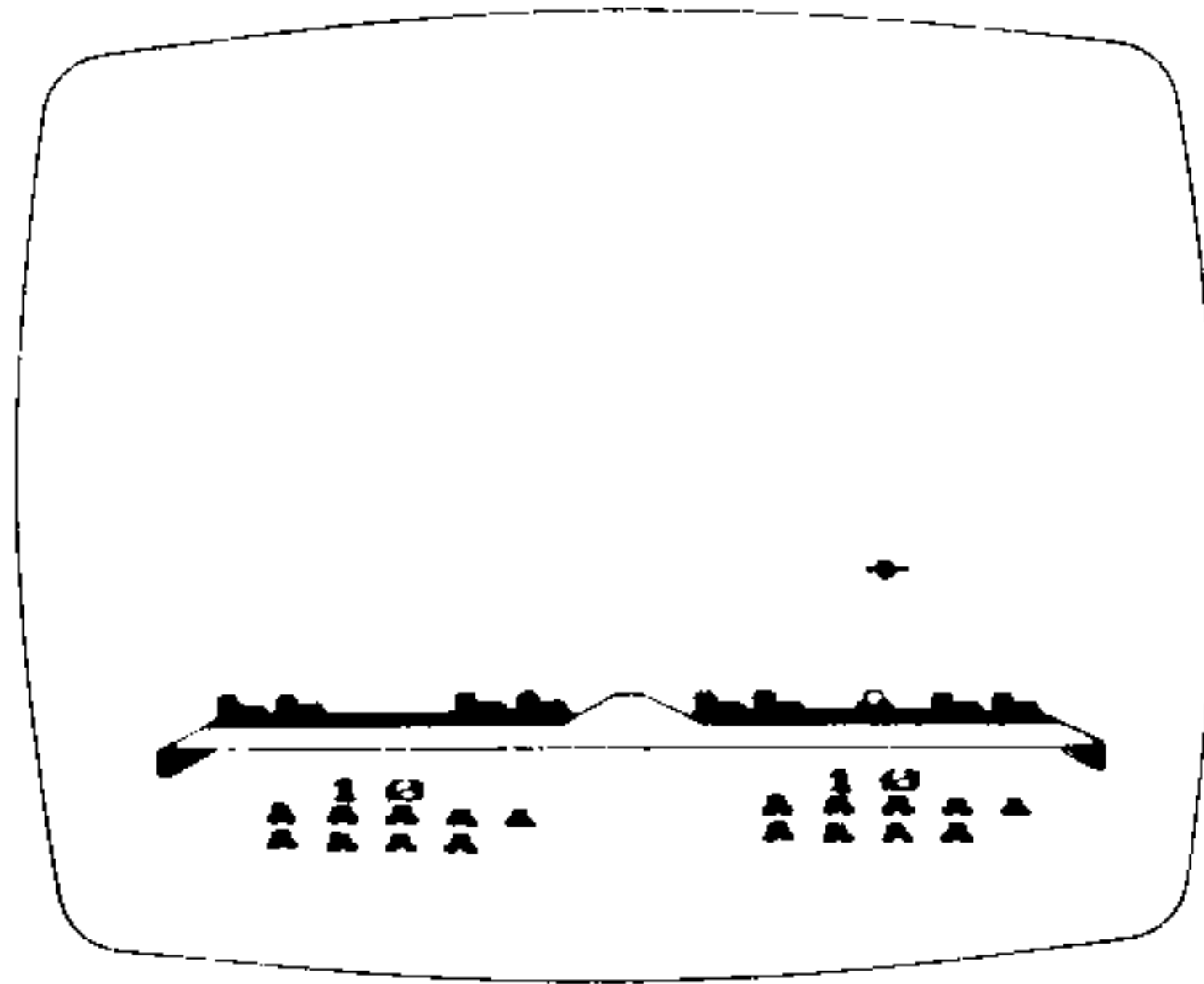


FIG. 3  
PICTURE OF GAME  
"RESET" PUSHED

#### IV. TO PLAY THE GAME

1. Once the game has started, an "attack warning" alarm is sounded and the enemy missiles begin to descend onto your cities.
2. Using the left joystick, maneuver your "laser marker" to a position just below an advancing missile.

Launch your missiles as follows:

- a. Left side missile launcher — press either button of left column (BUTTON # 1, 4, 7 AND CLEAR) on your controller.
- b. Right side missile launcher — press either button of right column (BUTTON # 3, 6, 9 AND ENTER) on your controller.

Playing tip: Don't waste your missiles by launching them at enemy missiles that will fall harmlessly outside your cities and launching sites. You get points for saving missiles. Also, don't forget to protect your missile launchers along with your cities.

3. If at least one of your cities survive the first attack your score will be calculated by the computer and you will get 10 new missiles for each launcher. A new attack will start but this time it will be faster. If you can go through this 2nd attack, much faster and severe attacks will be continued.
4. Play continuously until your cities are all destroyed.
5. Your scoring will be calculated only after each attack with at least one city surviving, otherwise, scoring will remain the same as of the previous attack.
6. If your score is the highest, the computer will place it on the upper right side of the screen.
7. To maintain high score on the screen, merely press "START" to start a new game. Pressing either "RESET" or "POWER" will erase the Hi score from the memory.

## **V. SCORING**

- |   |            |
|---|------------|
| 1. Each city remaining after an attack    | 200 points |
| 2. Each missile remaining after an attack | 50 points  |
| 3. Each enemy spotter plane destroyed     | 500 points |





# MISSILE WAR

GAME INSTRUCTIONS

# MG-313

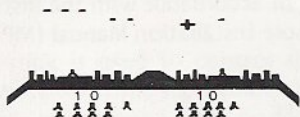
# MISSILE WAR

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## MISSILE WAR



Nuclear warheads launched by your enemy are approaching. You must defend your cities by destroying the warheads with your missiles. This is not as simple as it sounds, because the warheads travel unpredictable paths and change in number as they approach.

### 1. GAME OBJECTIVE

Your main objective is to score as many points as possible, by protecting your cities from nuclear attack while using the least number of missiles. Points are scored for the number of cities and missiles remaining at the end of each phase of the war.

As the game progresses, the nuclear warheads travel faster, making it more difficult to destroy them.

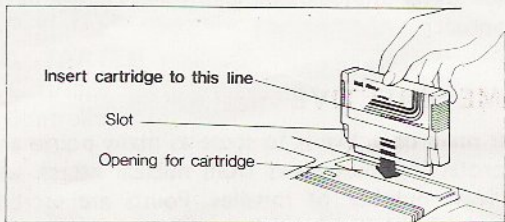


## 2. GETTING STARTED

Plug in the antenna cable and AC adaptor plug of the Master Console in accordance with the instructions given in the Master Console Installation Manual (MPT-03).

### a) Insert Cartridge

Slide the power switch of the Master Console to the OFF position. Hold the cartridge with the slots facing the player and insert into the cartridge opening.

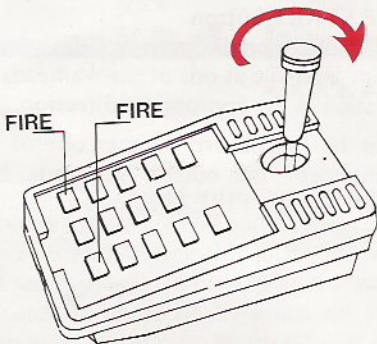


Note: The Console should be switched OFF when inserting/removing the cartridge to avoid damage to the Master Console and the cartridge.

## b) Hand Controllers

Place the Missile War inlay plate onto the left hand controller

The left joystick is used to control the horizontal and vertical movements of the sight (blue cross). When this is superimposed on one of the warheads a missile is correctly aimed and when fired will destroy the warhead.



c) Start to Play

Switch ON Master Console

Four cities and two missile launching bases appear on the TV screen.



Press GAME START button

Nuclear Warheads can be seen as they descend from the sky. Aim a missile at one of the warheads by moving the left joystick in the appropriate direction.

Missiles can be FIRED from either one of the missile bases to intercept the nuclear warheads, by pressing either the left or right FIRE buttons on the keypad.

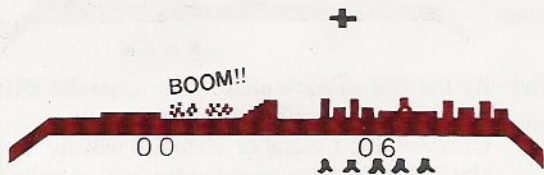


BOOM!!



d) Guide to Game

- i) A warhead is capable of destroying an entire city or missile launching base.



- ii) The game is divided into three phases. If at the end of phase I there are still some cities remaining, phase II will begin. During this phase the warheads move at a faster speed. If you survive this attack, the game proceeds to phase III, in which the warheads move at an even faster rate. Phase III will continue to be repeated until all the cities have been destroyed.

- iii) At the beginning of each phase of the game, each missile base contains ten missiles. The number of missiles remaining at any stage is shown at the bottom of the TV screen.



- iv) At the end of each phase your score for that phase is displayed and added to your total score.
- v) Occasionally a plane or satellite will fly across the sky. 500 points are awarded for hitting one of these.

### 3. END OF GAME

The game is over when all the cities have been destroyed.




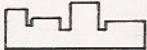




## 4. START NEW GAME

- Press GAME START button —  
to re-start new game while retaining previous highest score as shown on the TV screen.
- Press CLEAR then GAME START button —  
to erase previous highest score and re-start new game.

## 5. SCORING

At the end of each phase of war, points are awarded for each:

|                                 |  | Points |
|---------------------------------|--|--------|
| a) Missile remaining            |   | 50     |
| b) City remaining               |    | 200    |
| c) Plane or satellite destroyed |  or  | 500    |

Total score = sum of scores from each phase.

## 6. OPERATION FLOW DIAGRAM

