



INSTRUCTIONS

- INSERT COIN(S).
SELECT ONE OR TWO PLAYER GAME.
 - IN TWO PLAYER MODE, PLAY ALTERNATES BETWEEN THE TWO.
 - OCCASIONALLY, INVADERS WILL BE INCREASED OR DIVIDED INTO SMALL ONES.
 - IF 1500 POINTS OR MORE ARE SCORED, ONE EXTRA LASER BASE WILL BE ADDED.
 - WHEN THE LAST LASER BASE IS HIT OR THE BASE IS OVERRUN BY INVADERS, THE GAME ENDS.
- ???
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|--------|-------|-------|-------|
| 500Pts | 30Pts | 20Pts | 10Pts |
|--------|-------|-------|-------|
- HI-SCORER'S NAME REGISTRATION!!**
- BY TURNING THE CENTRAL KNOB, MOVE THE UNDERLINE TO AN ALPHABET, AND PUSH THE START BUTTON TO REGISTER THE ALPHABET ON THE UNDERLINE.
 - TO RUB OUT ANY WRONG ALPHABET, PUSH THE START BUTTON WHEN THE WORD "RUB" IS ON THE UNDERLINE.
 - WHEN COMPLETED REGISTRATION, MOVE THE UNDERLINE TO THE WORD "END" AND PUSH THE START BUTTON.
 - REGISTRATION SHOULD BE DONE WITHIN 90 SECONDS.
 - IN TOTAL, TEN ALPHABETS CAN BE REGISTERED.

