



ROSY
ELECTRONICS

ELECTRONIC COLOUR

3D
SYSTEM

FAMILY ELECTRONIC GAME

ASTRO VADER

RF-2003

INSTRUCTIONS

ASTROVADER is the most sophisticated game employed 3 Dimension system and provides a very realistic stereo vision with electronic sound effects which brings the most excited game to you.

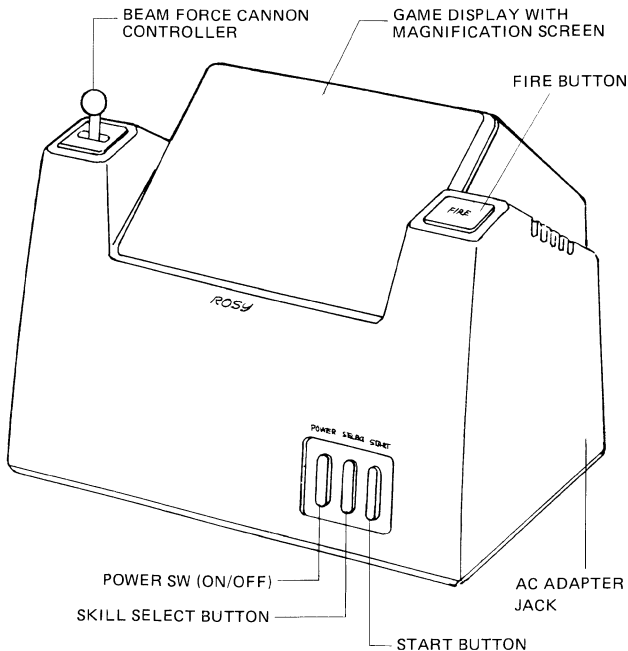
INVADERS floating in space attack you by an order of UFO.

Shoot down INVADERS and UFO with your Beam Force Cannon avoiding missile attack from INVADERS.

If both of INVADERS and UFO are attacked before your base is aggressed, you have "GOOD" sign display and electronic sound as well, but if your base is aggressed and your Beam Force Cannons are destroyed, you have "END" sign display and melody telling you the game is over.

What is 3D System?

- Stereographic screen by 3 dimensions and wide screen.
- Light up Multi-Coloured FLD.
- Wide, Stereo feeling design and Electronic sound effects.

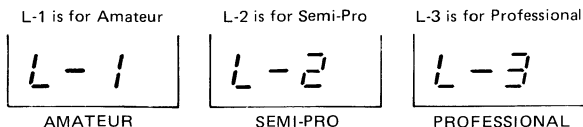


Power Source

4 x UM-2 batteries (Be sure that + and - ends are properly aligned, or AC adapter 6V DC 250-300 mA. (not included))

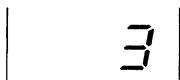
How to play

1. Push Power Switch on, then the game starts automatic demonstration with computer controlling of Invaders and Beam Force Cannons.
2. Select skill level and push button on.

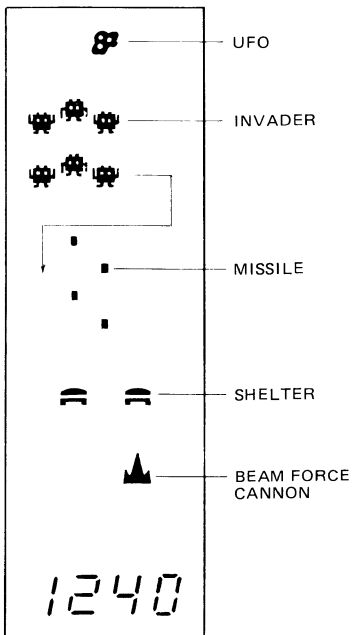


Each push button selects Skill Level 1, 2, 3, , 1, 2

3. Push start button on to activate the game action.
Invader, UFO and Beam Force Cannon appear on screen and start computer controlled attack, then you have a "3" on digital score readout, which means you have 3 chances of counter attack to Invader and UFO by controlling Beam Force Cannon (you have 3 Beam Force Cannons).



4. Move Joy Stick Lever to right or left to control your Beam Force Cannon, then you can avoid missile attack from Invader or UFO.
5. Push Fire Button on to fire Beam Force Cannon. Attack Invader or UFO.



- Invaders appear when the game starts and attack down against Beam Force Cannon by moving left and right. Occasionally, UFO appears and sends 3 Invaders each time. Total 24 Invaders attack down against you.
- You can defend Missile attack by Shelters. You can get a chance to attack Invaders and UFO behind the Shelters. 2 Shelters disappear when you have attacks three times from each Missile or Beam Force Cannon.

• Scoring

The score is displayed on the digital score readout throughout playing game.

20 points for each Invader.

50, 100, 150 and 300 points for UFO depending on your skilful attack.

300 points for UFO while one to three Invaders being remained.

- **The cases of the game - over are:**

1. The Invaders hit all of 3 Beam Force Cannons.
2. If you have your Beam Force Cannons attacked by Invaders, all Invaders appear with electronic melody and "END" display sign is on the digital score readout.




End

3. After the game is over, automatic demonstration is seen. Push Skill and Start Buttons for restart of the game.

- You have "GOOD" mark and electronic melody in case you destroy Invaders and UFO appeared on the screen.

For the score gained over 9990, you have a prize of winner with fanfare melody.

To restart the game, push Power Button on again.



Good



9990

Note:

- If fluorescent display lights or scoring device become erratic, replace batteries with fresh ones.
- Do not leave your game in very hot locations such as inside car window in sunny day, nearby a fire and any other place with heat as these would destroy the case and spoil the special lens in the device. Do not expose the game to the sun, and avoid the moisture.
- Do not push the game button roughly.
- Do not reassemble or open the game.

BARASHIMA KOGYO CO., LTD.
3F MEIYU BLDG., 2-4-9, KAMINARIMON,
TAITO-KU, TOKYO, 111 JAPAN

www.handheldmuseum.com

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