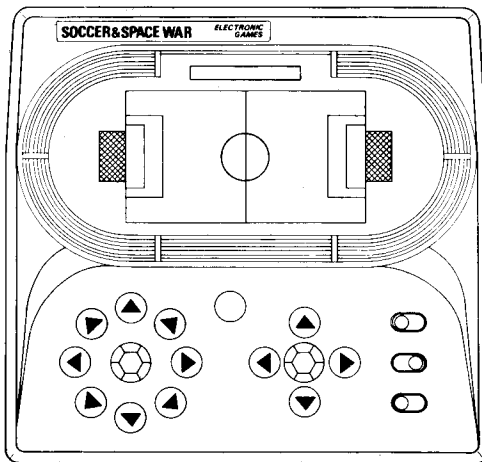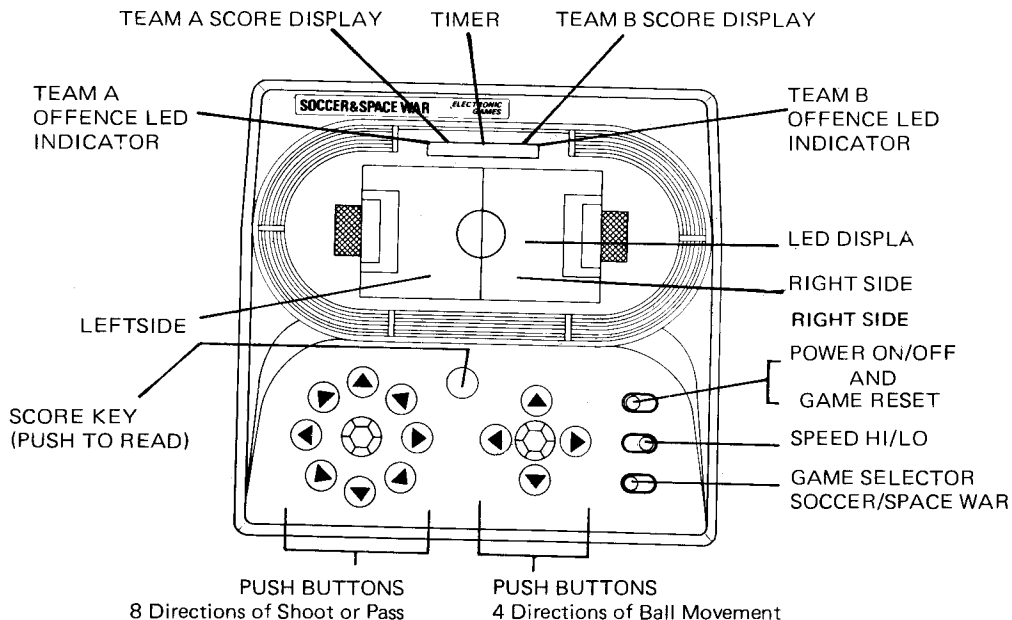# SOCCER
& SPACE WAR

INSTRUCTION

Features: —

- A Micro-Computer Set-up
- 2 fascinating games
- Pits you against the computer
- Portable
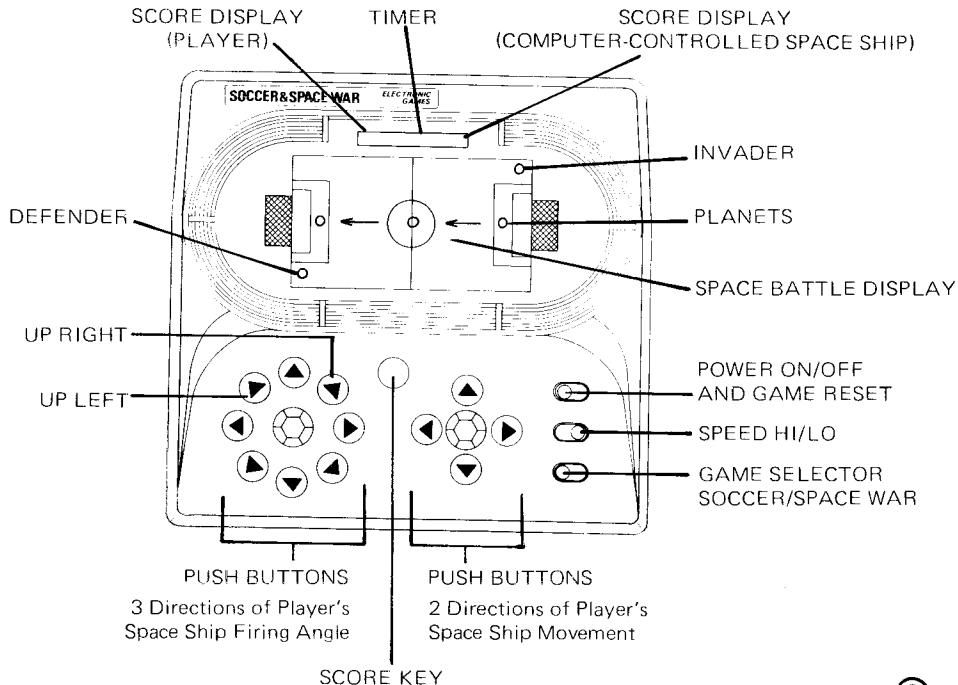- Clear video indicators
- Realistic sound effects

HG-90T

NAMES OF PART – – – – SOCCER GAME

TEAM A SCORE DISPLAY

TIMER

TEAM B SCORE DISPLAY

TEAM A OFFENCE LED INDICATOR

TEAM B OFFENCE LED INDICATOR

SOCCER&SPACE WAR   *ELECTRONIC GAMES*

LED DISPLA

RIGHT SIDE

RIGHT SIDE

LEFTSIDE

SCORE KEY (PUSH TO READ)

POWER ON/OFF AND GAME RESET

SPEED HI/LO

GAME SELECTOR SOCCER/SPACE WAR

PUSH BUTTONS
8 Directions of Shoot or Pass

PUSH BUTTONS
4 Directions of Ball Movement

①

NAMES OF PART — — — — SPACE WAR GAME

SCORE DISPLAY (PLAYER)

TIMER

SCORE DISPLAY (COMPUTER-CONTROLLED SPACE SHIP)

SOCCER&SPACE WAR   ELECTRONIC GAMES

INVADER

PLANETS

DEFENDER

SPACE BATTLE DISPLAY

UP RIGHT

UP LEFT

POWER ON/OFF AND GAME RESET

SPEED HI/LO

GAME SELECTOR SOCCER/SPACE WAR

PUSH BUTTONS
3 Directions of Player's Space Ship Firing Angle

PUSH BUTTONS
2 Directions of Player's Space Ship Movement

SCORE KEY

②

SOCCER
INTRODUCTION

Your Electronic Soccer is an easy-to-play, fun filled, modern game of soccer for one or two players. The objective of the game is simple . . . . You are the ball carrier and you try to get around or through the computer's electronic defense to score as many goals as possible within the 2 half-times. (45 min each — real time approx. 2.5 min.) If one player plays, he represents both the A and B teams against the computer's tough defence. If two players, they play each other and the computer's defense. It's challenging, it's exciting . . . . you've got to be fast to win.

TO PLAY:

i) Switch Game Selector to Soccer.
ii) Select Speed Hi/Lo according to your skill level.
"Lo" is for the beginners, &
"Hi" for those of professional level
iii) Power on. Then press any move or shoot button to start the game.

RULES:

- The player always plays offence, The computer, defence i.e. When Team A is on the attack, Team B is controlled by the computer playing the defence and vice versa.

- The team with a LED bar on the Timer Display is the offending team.

- No penalty kick or offside thrown in.

③

PLAY & MOVE:

- The Offence side has 3 players:
    - 1 goalie   (DIM LED)
    - 1 Forward (BRIGHT LED)
    - 1 Forward (BLINKING LED) — THE BALL-CARRIER.

- The Defence side has 6 players:
    - 1 goalie   (DIM LED)
    - 2 Defenders (DIM LED)
    - 3 Forwards (DIM LED)

- The 2 goalies are restricted to their own area of activity i.e. each to his own goal (he can only move between the posts). The 2 defenders are restricted to move in their own half-field. The 5 forwards of the 2 teams can move to any part of the field.

- The defence side moves only when the ball carrier starts moving.

- When the ball carrier is dribbling or sprinting, the blinking LED is the only indicator tracing his move. When the ball leaves him, for any reason, this is indicated by SOUND EFFECTS:
  SHORT 'BIP' —
  the ball is SENT (PASSED) to another Forward, who will then become the blinking ball carrier.
  'MISS' TONE —
  the ball TACKLED & TAKEN AWAY or OUTSIDE.
  'CHEER' TONE —
  SCORE (even it's in the wrong net!)

④

'WHISTLE' —
GAME FINISH/HALF-TIME.
N.B. The regular 'TICK' tone indicates moves of the defence side.

- The BALL MOVEMENT, whether it is a pass in its course, or a shoot, is always a straight the indicated by dim & fast moving LED.

- No COLLISION is possible. The ball carrier cannot move into a space being occupied. If he attempts, he is running the risk of having the ball taken away after a tackle. There is no fixed time how long the ball will be taken away when the ball carrier is confronted with the defence, neither is it geared that he cannot dribble to get through. (It is working on the assumption that players differ in their skill and in different times and, on top of all this, there is element of luck in play).

SWITCH OVER

- Team A KICKS OFF in the first-half, Team B the second-half. All at centre field.

- GOAL KICK — off the Penalty Box of the offending side.

- For any other cause resulting in switch-over of ball control, the ball starts at:
  CENTRE FIELD —
  if the ball was formerly on the field of the now defending side.
  ANY SPOT (as it was) —
  if the ball was formerly on the field of the now offending side.

SPACE WAR

The Electroinc Space War is an easy-to-play, fantastic game for one player. The objective of the game is to control your spaceship to hit as many times as possible the enemy spaceship, which is itself controlled by the computer to hit you back, with the space to space missiles. Meanwhile avoid being hit by the enemy.

TO PLAY —

- Your spaceship is indicated by a BLINKING LED with regular tick sound. It starts to appear at the left bottom of the Display. Where it moves to thereafter depends on your will and judgement, by manipulating the 2-direction MOVE buttons. After being hit it resumes the same position.

- The enemy spaceship, indicated by a LED with the same regular tick sound, starts at the up right corner. Its movement is fixed in the upper path.

  Press any move or shoot key to start the game.

BATTLE —

It is a missile attack.
The missile is indicated by a FLICKERING LED with quick 'TICK' sounds changing with speed. The farther apart is the object, the quicker will the missile move. Choose the firing angles of the missile by the 3-direction FIRE buttons.

- A HIT is indicated by a BLINKING field and an EXPLOSION SOUND. Each hit on the enemy spaceship brings you one point on the SCORE DISPLAY A. If the hit is on you by the enemy spaceship the point is on the SCORE DISPLAY B (The computer's score.) Press score key to read scores between plays.

RESET —

- When repeating the same game after finish. (Timer Shows "99")
- When what appears on display is not the intended game.