TOMY

ARCADE ATTACK

ELECTRIC

LASER
RECHARGE
LAMP

AMA/PRO
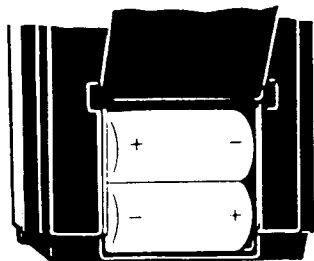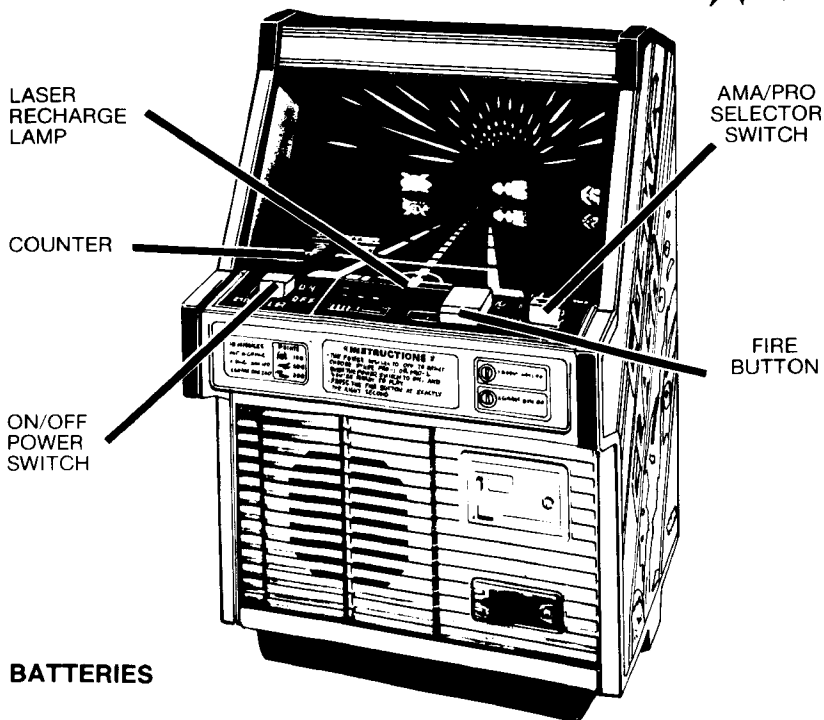SELECTOR
SWITCH

COUNTER

FIRE
BUTTON

ON/OFF
POWER
SWITCH

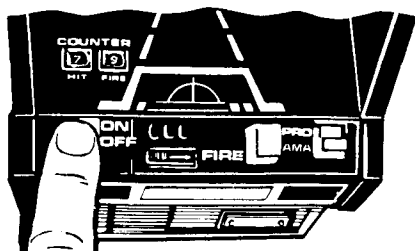## BATTERIES

Use 2 1.5 V R20 (Type D) alkaline batteries only.

Turn the power switch off to reset the counter.

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TOMY

NOTE: Arcade Attack is a carefully crafted instrument. Care should be taken to keep it working properly and to prevent damage to its precision components.

OBJECT

Arcade Attack is an arcade style game complete with flashing lights and sound effects. The object of the game is to blast the enemy target ships out of space with your ten laser missiles. A counter will keep a record of the number of shots fired and the number of hits. Also, a synthesized voice reacts when lasers are fired and hits are scored.

PLAY

1. Select the skill level you wish to play at: AMA (Amateur), or PRO (Professional). The AMA setting will cause the target ships to move at the same speed constantly. PRO will cause the target ships to change speeds from fast to slow at random.
2. The target ships move from right to left when the power switch is turned on.
3. Press the fire button as the target ship is about to cross the line of fire. You will hear sound effects and the voice scanner will say "Fire Laser," "Launch Missile," "Alien Alert," or "Get the Alien."

4. When the laser missile hits one of the target ships, the screen will flash with an explosion pattern. Your score will automatically register on the counter. Your next missile will be ready for launching after the laser recharge lamp goes out.
5. When the laser missile misses the target ship, the missile will disappear into the upper screen. After a brief moment your next missile will be ready for launching. If you hit one of the target ships, the voice scanner will say "Alien Eliminated," "On Target," "Direct Hit," or "Enemy Destroyed."
6. After you have fired all ten missiles, the game stops. The counter will register the total number of missiles launched (FIRE) and the total number of target ships destroyed (HIT). Turning the power switch OFF will reset the counter.

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IMPORTANT NOTICE

Remove red pin located on base of game before operating to make the sound effects functional. It is not necessary to replace the pin which is for shipping purposes only.