



MICROVISION

INTERCHANGEABLE CARTRIDGE

SPACEBLITZ

INSTRUCTIONS



Object of the Game

To hit as many Invaders as you can with the energy beam to obtain a high score.

Playing the Game

1. Insert the cartridge into the black console and slide the switch on the console to ON. The option screen will appear (Fig. 1).

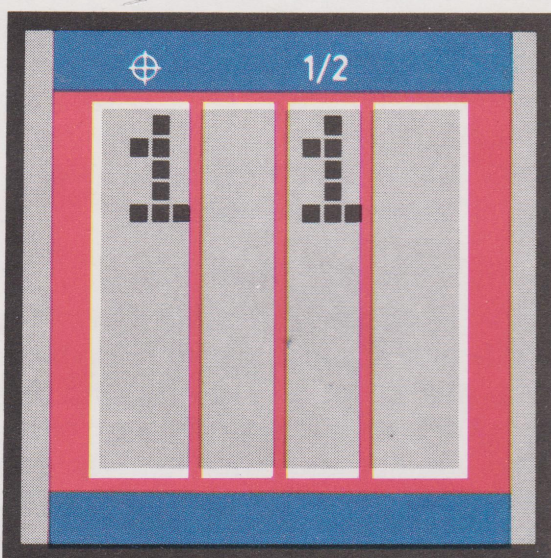




Fig. 1

2. Choose the game you want to play, either Game 1 or Game 2. To select game play, press the button marked \oplus . Invaders attack by moving one square at a time. How many attack and how much fuel you have depends on which game you select.
 - a. In **Game 1** you will be attacked by a series of 4 Invaders at a time, 3 slow ones and 1 fast one. Each Invader you hit scores 3 points. In **Game 2** you will be attacked initially by a series of 4 Invaders, 3 slow ones and 1 fast one. As the game progresses, the series of 4 Invaders will increase to 5 and then to 6. Slow attackers will change into fast ones. Invaders are worth 3 points when hit, but as the game continues, some Invaders become worth 4 points. However, you cannot distinguish which Invaders are worth more. **IMPORTANT:** During an attack it is possible that a fast Invader will overtake a slow one and then both will travel together. They will appear on the screen as one square. If you hit this double Invader, you will score double their point value.
 - b. A quantity of FUEL is used each time you fire the

beam. In **Game 1** you begin the game with 150 units of fuel and 120 additional units are added after every 8th Invader is hit. In **Game 2** you begin the game with 75 units of fuel. After every 8th Invader is hit, 60 additional units are added. **IMPORTANT:** No player can accumulate more than 225 units of fuel. You will know when you have received bonus fuel points by a high-pitched beep sound as an Invader is hit.

3. Choose which **Skill Level** you want to play, either 1 or 2. To select the skill level press the button marked 1/2. This controls how fast the Invaders approach you. Invaders move from right to left towards the landing area, which is protected by the firing beam. For a slow approach choose skill level 1, for a fast approach choose skill level 2.
4. Press Go  to start the game. On the screen will appear one square of your firing beam which moves up and down on the left-hand side. This moving square is only an indication of the beam's position. The firing beam itself does not appear on the screen until one of the buttons marked  is pressed. The 4 Invaders also appear on the screen and move towards the landing area. Each Invader appears as a single black square (Fig. 2).

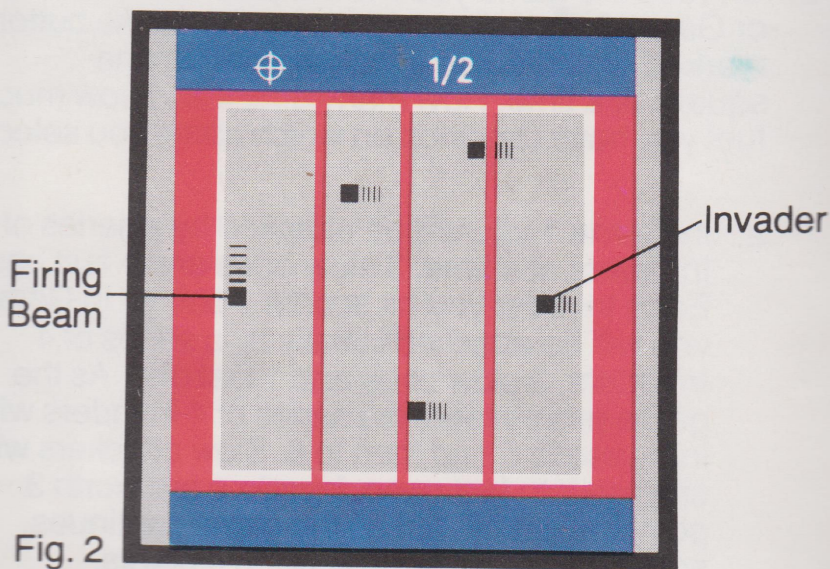
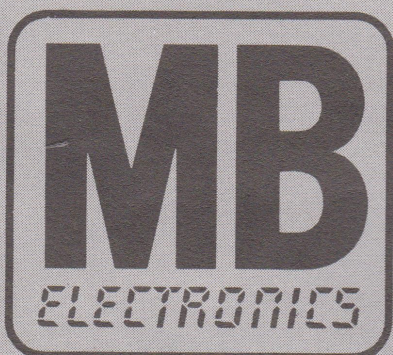


Fig. 2

5. **The Control Knob** at the base of the console controls the length of the firing beam. Turn the knob clockwise to lengthen the beam or anti-clockwise to shorten it. You have NO control as to how fast the firing beam travels up and down the screen, only control of the length of the firing beam.



SPACEBLITZ GUARANTEE SLIP

Should your game be faulty, complete
and carefully detach centre page.
Follow packing instructions and return
game to address shown.

MICROVISION

6 MONTHS LIMITED WARRANTY

This game is warranted by Milton Bradley to the original purchaser for a period of 6 months from the original purchase date – under normal use and service – against defective workmanship and materials (batteries excluded).

During the warranty period your game, if found to be defective due to workmanship or materials, will be either repaired or replaced without charge to the purchaser, when returned, shipping prepaid, to Milton Bradley. In some cases (at Milton Bradley's option), it may be necessary to replace your defective game with a reconditioned game of equivalent quality. Proof of purchase date of your game must be provided, either by completing this guarantee slip or on production of a purchase receipt. In the event that your game is replaced, the replacement game will continue on the original warranty or for 2 months, whichever is the longer.

This warranty is void if the game has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley shall not be liable for loss of use of the game or any other loss, costs, expenses, damage or injury howsoever caused and whether direct or indirect incurred or suffered by the purchaser.

THIS WARRANTY DOES NOT AFFECT YOUR STATUTORY RIGHTS

Important

Before returning your game for repair, we recommend that you test your game with fresh, strong batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory or erratic operation. If, after testing your game with fresh batteries it is still not working properly, carefully read the mailing instructions before returning it to us.

After Warranty Service

After the 6 months warranty period has elapsed, for a period of up to 1 year from the date of purchase Milton Bradley will, as its option, repair your game or replace it with a new or reconditioned game of equivalent quality when your game is returned to us with proof of purchase date. Repair service during the 6 months warranty period is free of charge. After this period a nominal fee will be charged for service if your game is returned to us postage paid. Milton Bradley shall not be obligated to perform this service if the game has been abused, misused or sustained other damage not arising out of defects in workmanship or materials. If repair or replacement is no longer practicable, Milton Bradley will not be obligated to perform this service but will return your game and your remittance.

Mailing Instructions

1. Remove all batteries from the game. Do not return them to us.
2. Complete the "Fault Identification" questionnaire on the back of this warranty and return with defective game.
3. Provide proof of purchase date and return with defective game, plus name and address of purchaser.
4. Use original box and liner if available or carefully wrap your game with adequate padding for mailing.
5. Postage must be pre-paid on all items returned to Milton Bradley.

Mail to: In United Kingdom

Milton Bradley Ltd.
Reevesland Industrial Estate
Main Avenue South
Off Traston Road
Newport
Gwent

Mail to: In Republic of Ireland

MB Ireland
Ballynaneashagh
Cork Road
Waterford
Ireland

4975-XGB 581

Purchase Verification

This section need not be completed if you return a purchase receipt with your game. However, please remember to provide us with your name and address.

1. Date of Purchase
2. Name and address of Purchaser
3. Supplied by (Name and Address of Dealer)
4. Dealer's Stamp or Signature

Microvision Fault Identification:

To help us locate and repair fault quickly, please tick appropriate box and briefly describe nature of fault.

- Dead Unit** (No signals at all)
- Broken Battery Clip**
- Light(s) Faulty.** Name which light
- Sound(s) Faulty.** Name which sound
- Control Key not functioning.** Name which key
- Damaged or Missing Component.** Name which component
- Other.** Describe fault

6. **The Fire Buttons** are marked $\frac{1}{2}$. To fire at the Invaders, wait until you judge the marker of the firing beam to be on line with a target and press any one of the fire buttons (all 3 buttons have the same function). To destroy an Invader, the beam must be the correct length. It will appear on the screen as a line of black squares accompanied by a distinctive firing sound. You may fire as many times as you like, but remember that there is a set limit to the amount of fuel you have available. The number of energy units you use depends on the length of the beam when fired (see below).

If the beam is from 2 to 4 squares long when fired,
1 unit of fuel is used.

If the beam is from 5 to 8 squares long when fired,
2 units of fuel are used.

If the beam is from 9 to 12 squares long when fired,
3 units of fuel are used.

If the beam is from 13 to 16 squares long when fired,
4 units of fuel are used.

7. A hit occurs if either the last square (Fig. 3a) of the firing beam is directly on top of an Invader or if the tip of the beam is on the square immediately to the left of the Invader (Fig. 3b). When a hit occurs, you will hear a beep and the Invader will disappear. However, another will quickly appear to the right of the screen to take its place.

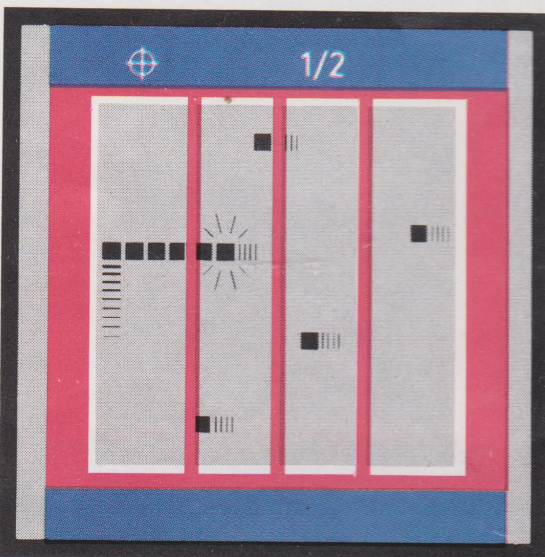


Fig.3 (a)

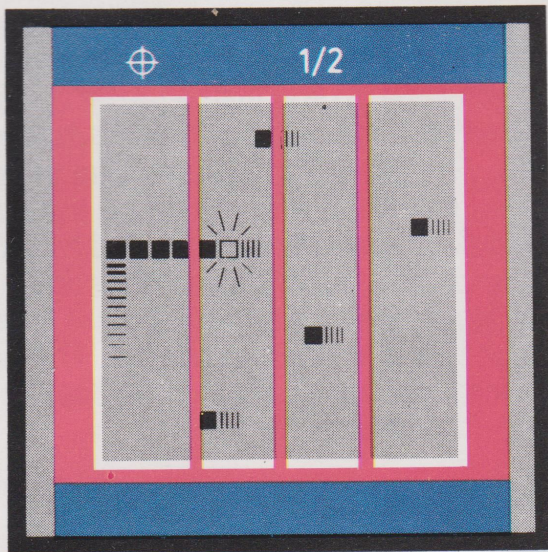


Fig.3 (b)

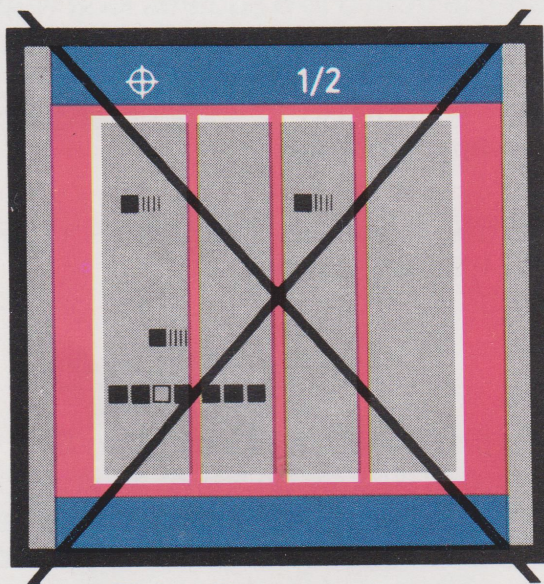


Fig.3 (c)

Firing Beam too long

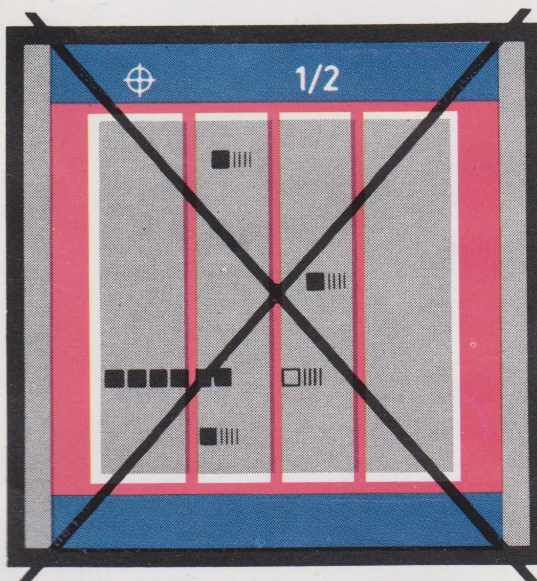

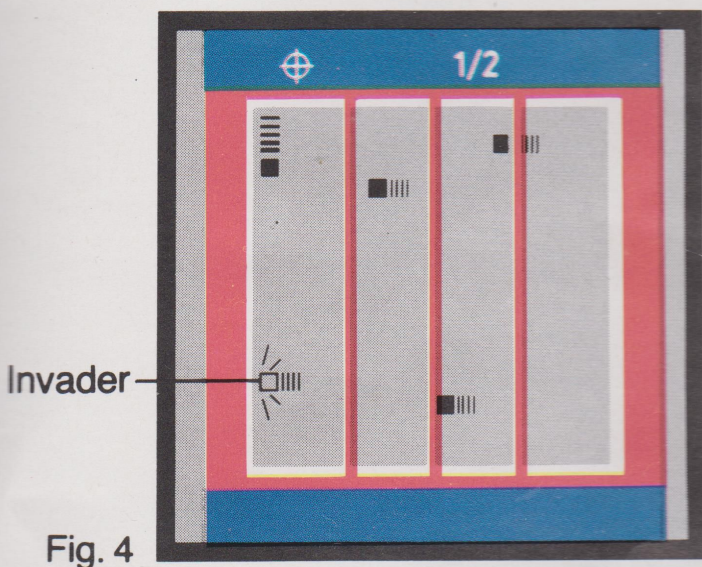


Fig.3 (d)

Firing Beam too short

8. If the fire button is held down when the marker is in the centre of the column, it will continue to move up and down and continue to fire. However, when the marker is in either the top or bottom square it will stay there, without moving, while the firing button is held down. You should release the marker again when you judge it to be to your best advantage for hitting Invaders.
9. As soon as you hit an Invader, the computer will record its score. Game 1: 3 points for each Invader hit. Game 2: 3 points for each Invader hit, with some Invaders worth 4 points.
10. The game is over when an Invader lands in the left-hand column of the screen (Fig. 4) or if you run out of fuel. The total score will appear on the screen at the end of the game and will remain until GO  is pressed again. The option screen will then appear, showing the selections made for the previous game. Change the options if required, or press to start a new game.



© 1981 by Milton Bradley Ltd. under Berne & Universal Copyright Convention.

Milton Bradley Ltd., Reevesland Industrial Estate, Main Avenue South,
Off Traston Road, Newport, Gwent.

4976-XGB 581