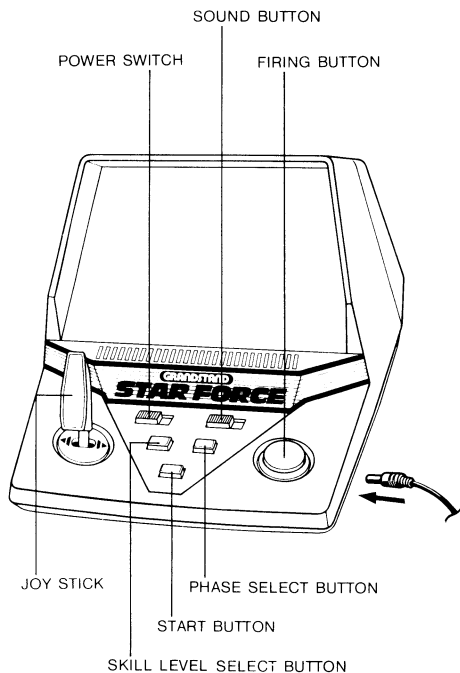


ELECTRONIC GAME

GRANDSTAND®

STAR FORCE

INSTRUCTION BOOKLET



BATTERIES

GRANDSTAND recommend the use of 4 DURACELL MN1400 batteries (not included) to give longer battery life in this game.

STAR FORCE can be operated from the mains with a GRANDSTAND Universal Mains Adaptor (not included). Set polarity switch to negative — polarity.

Game will not operate properly if batteries are weak. If game malfunctions or display is erratic, check or replace batteries. Always be sure game is turned off to avoid battery drain and remove batteries when game is not in use for long periods.

Note: This is a precision electronic instrument and it should not be abused. Please move the Joy Stick gently. Do not press hard on the Firing Button. They will not operate any faster and will avoid damage. Do not leave in sun or allow it to get wet.

OPERATION KEYS

POWER SWITCH

To play: Set the Power Switch to the "ON" position. An electronic melody will signal that the power is on and the game display will light up.

When you have finished playing, be sure to turn the switch back to the "OFF" position.

SOUND BUTTON

If you set the switch to the "ON" position, you can hear sound effects when playing the game.

If you set the switch to the "OFF" position, you can play the game without sound effects.

SKILL LEVEL SELECT BUTTON

This button is used at the beginning of the game to set the desired skill level.

There are four skill levels, each with a different number of lives:

- Skill level 1----- 9 lives, GAME ACTION AT NORMAL PACE
- Skill level 2----- 7 lives, GAME ACTION AT MODERATE PACE
- Skill level 3----- 7 lives, GAME ACTION AT FAST PACE
- Skill level 4----- 5 lives, GAME ACTION AT VERY FAST PACE.

PHASE SELECT BUTTON

The game consists of 7 continuous different phases.

You can begin the game from any phase.

When the game is switched on, the skill level is automatically set at level 1 (L1 is displayed at the top of display) and the game is automatically set at phase 1.

To change the skill level or the phase, press the Skill Level Select button or Phase button until the desired skill level or phase.

START BUTTON

To begin playing, press this button. You will hear an electronic sound that signals the beginning of the game.

You will see the number of lives indicated on the screen.

Each new phase will continuously appear on the display each time you clear a phase.

JOY STICK

The Joy Stick is used to control the movement of your Space Fighter.

Moving it to the left or right will move your Space Fighter horizontally to the left or right.

FIRING BUTTON

This button is used to fire your Space Fighter's laser or torpedo at the enemy space ships, called the Death Fighters. The function is different in each phase as follows:

Phase 1-5 The laser is fired from the Space Fighter in a forwards direction.

Phase 6 The torpedo is fired from the Space Fighter to the left and the right.

Phase 7 Both the torpedo and the laser are fired from the Space Fighter.

If the Space Fighter is hit by a laser from a Death Fighter or is hit by the anti-aircraft fire from the Seaplane, the Space Fighter is destroyed and a life is lost.

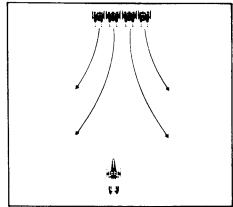
The number of lives left will appear at the top of display.

To Play

* PHASE 1.

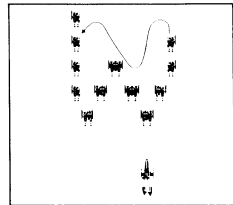
The Death Fighters will appear at the top and move down in a variety of patterns to attack your Space Fighter. They then disappear on both sides of the screen.

If the Space Fighter destroys 12 Death Fighters you will enter Phase 2.



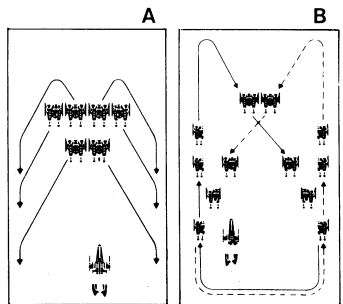
* PHASE 2.

12 Death Fighters flying in a circle in the upper left of the display attack the Space Fighter. If the Space Fighter can destroy all the Death Fighters you will enter Phase 3.



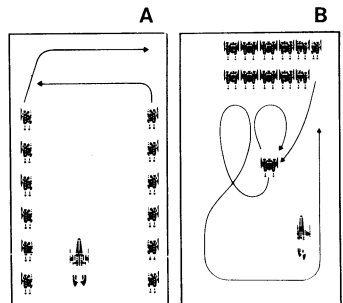
* PHASE 3.

2 squadrons of 6 planes appear at the top of the display and move down towards the Space Fighter (Drawing A). They individually separate from each squadron formation at the center of the display (Drawing B). The Death Fighters can only attack your Space Fighter as they glide downwards. They cannot attack from the rear of the Space Fighter. If the Space Fighter destroys all the Death Fighters, you will enter Phase 4.



* PHASE 4.

Each 6 Death Fighters appear from the lower left and the lower right of the display. They will gather in 2 rows at the top of the display (Drawing A). Each of them attacks, flying in circles (Drawing B). They cannot attack from the rear of the Space Fighter. You will enter Phase 5 if you destroy all 12 fighters.



* PHASE 5.

12 Death Fighters appear in the upper left of the display and they try to surround the Space Fighter. They enter the attack zone, and then attack one by one. They cannot attack from the rear. Phase 6 is entered when all 12 have been destroyed.

* PHASE 6.

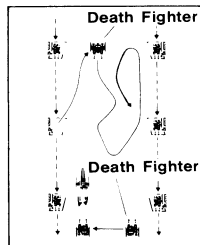
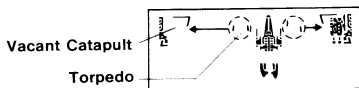
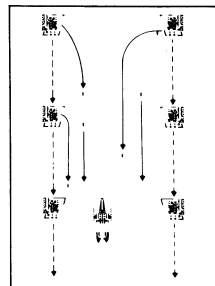
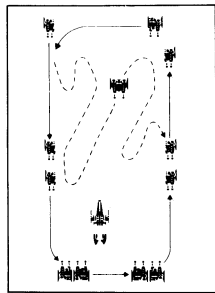
The Space Fighter enters the enemy port, in which catapults are installed on both sides. Death Fighters are standing on the decks of the catapults. The catapults fire anti-aircraft missiles at the Space Fighter. The anti-aircraft missile flies describing a parabola or flies at straight line to the Space Fighter. If the Space Fighter destroys 12 Death Fighters standing on the catapults' decks with its space torpedoes, you will enter Phase 7.

* PHASE 7.

A Death Fighter takes off from a catapult on the left or right and it moves down to attack. Then, another Death Fighter appears at the rear of the Space Fighter and begins to attack from behind. The Space Fighter must fire torpedoes at the vacant catapult from which the Death Fighter has taken off. If it succeeds in hitting the vacant catapult, the enemy Space Seaplane will explode and the Space Fighter will escape from the enemy port. You will score 50 bonus points for each of your remaining Space Fighter's lives. If you succeed in firing a torpedo at a catapult on which a Death Fighter is landing, you will only destroy the Death Fighter.

If the Space Fighter destroys a Death Fighter flying at the top of the display another Death Fighter will take off from a catapult launch and you will have another chance to fire torpedoes at the launch pad.

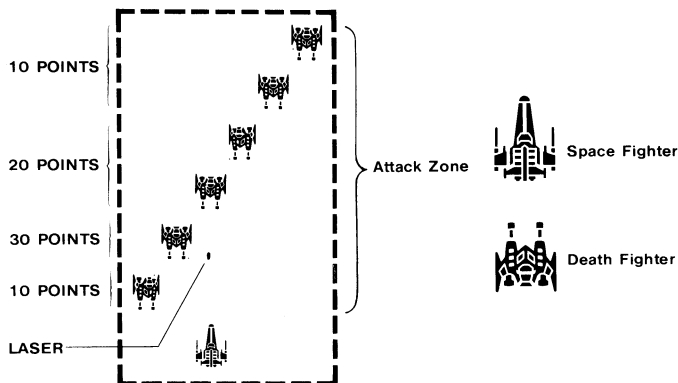
If the Space Fighter destroys all 12 Death Fighters without hitting a vacant catapult with a torpedo, the Space Fighter will escape from the enemy port, but the Space Seaplane will not be destroyed and you will not gain any bonus points.



List of Scoring Possibilities.

Points are scored for the following:

In phase 1 to 5 and 7, each time the Space Fighter destroys a Death Fighter with a laser, the points are determined by the position where the Death Fighter was destroyed. (10 to 30 points).



In phase 6 and 7, each time the Space Fighter destroys a Death Fighter with torpedo, you score 10 points.

In phase 7, if the Space Fighter destroys a vacant catapult with a torpedo, you score 50 points multiplied by the number of your remaining Space Fighters (your lives).



Game Ending

The game is over if:

- 1) You have no more Space Fighters (no remaining lives).
- 2) You score 3,000 (perfect score).

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