Space Laser Fight™



GAME INSTRUCTIONS

FIRST AND ONLY SPACE LASER FIGHT GAME WITH:

* Lifelike movements – you see the space robot's arms move to fire a laser beam, legs move to stoop and body fall apart due to laser destruction.
* You control all strategical and directional movements of the space robot.
* One or two players can control the action in space during the space war.
* All the action of a realistic space war.
* The only game that you see and control all the lifelike action.

REVOLUTIONARY FEATURES

* First And Only Space Laser Fight Game Where You Can See The Space Robots, The Laser Beams And The Electronic Destruction.
* First And Only Space Laser Fight Game That You Control All The Strategical and Directional Movements Of The Space Robot.
* World's Smallest Graphic Color Display.
* Revolutionary Computer-Game Functions.
* Unlimited Variety of Computerized Plays Every Space War.
* Musical Electronic Sound Effects Expressing All Computer Functions.
* Highest Quality Electronic Components And Impact-Resistant Case.
* 120-Day Limited Warranty.
* Every Space War Your Score Varies Depending Upon The Unlimited Computerized Plays.
* No TV Set Needed.

POWER SUPPLY

BATTERIES
4 "C" (1.5 volts x 4)

AC ADAPTER
Special ADP – E 0630 suc

Both sold separately.

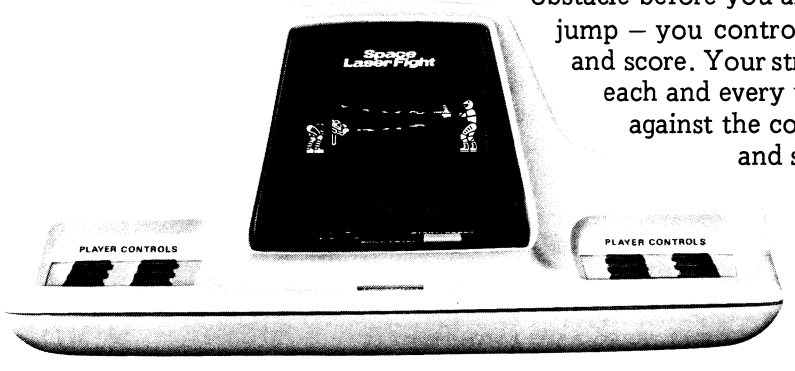
BATTERY INSTALLATION

To insert the batteries, slide out the battery door on the back of the game and insert four (4) "C" batteries correctly, by following the directions inside the battery box. Replace the battery door and your game is ready for play.

INTRODUCTION

Bambino's Space Laser Fight Game has the world's smallest graphic display with revolutionary computer-game functions. This is the first electronic computer-game with a microprocessor unit. Space Laser Fight is the only game where you can see and control all the movements and hear all the musical sound effects! Every time, every space war – you zap your opponent with your laser beam ray from over 100 million computerized plays! You control the strategy and movement of one space robot through the position and beam keys. The computer or a friend controls the action of your opponent.

Bambino's Space Laser Fight is hours of continuous fun! Zap! A laser beam ray hits your opponent. A direct hit. You score. The space-age computer sounds your victory. Hurry! Hide behind the obstacle before you are zapped. Stoop, stand straight, jump – you control the action. Direct your laser beam and score. Your strategy and score will be different each and every time you play. Match your skill against the computer brain or challenge a friend and see who's the Space War Hero.



QUICK OPERATING INSTRUCTIONS

1 PLAYER SELECTION BUTTON
Decide whether to play against the computer or to challenge a friend.

2 ADJUSTABLE SPACE ROBOT SPEED CONTROL/POWER SWITCH
The speed of the space robots can be increased to add more challenge to the game. By selecting a speed, the game automatically turns on.

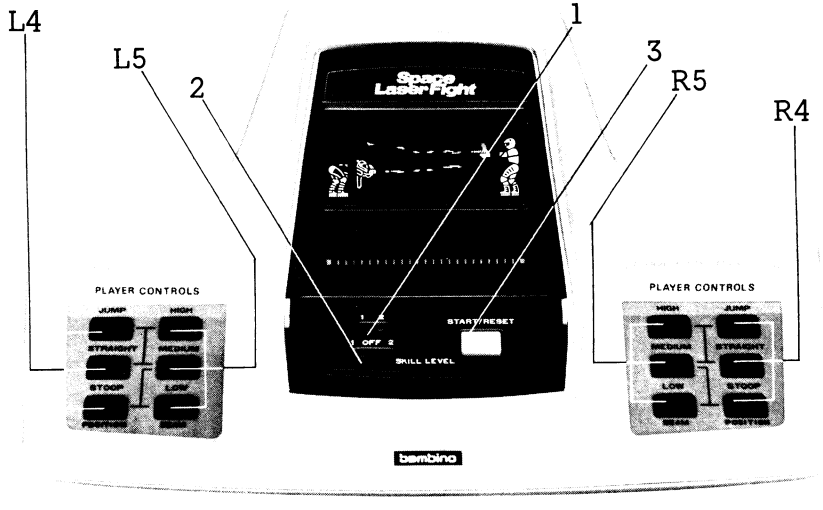
3 START/RESET BUTTON
To start any game, press the Start/Reset Button so that the blinking numbers and the obstacles will disappear and each space robot will be given 30 laser beams to fire at each other.

L4 LEFT SPACE ROBOT'S POSITION CONTROLS
You can choose 3 different positions for your space robot to take. Be sure to press only one button at a time.
JUMP – from this position you can fire your laser beam either high or medium.
STRAIGHT – from this position you can fire your laser beam either high or medium.
STOOP – from this position you can fire your laser beam either medium or low.

R4 RIGHT SPACE ROBOT'S POSITION CONTROLS
These controls operate in the same way as L4 except that they

determine the position of the space robot on the right when 2 people are playing. They are also used alternately with L4 when playing against the computer.

L5 LEFT SPACE ROBOT'S LASER BEAM CONTROLS
You can choose 3 different firing levels for your laser beam. Be sure to press only one button at a time.
HIGH – zap your opponent in the head.
MEDIUM – zap your opponent in the head or the chest.
LOW – zap your opponent in the legs.



Remember you can fire at only certain levels while in specific positions.

R5 RIGHT SPACE ROBOT'S LASER BEAM CONTROLS
These controls operate in the same way as L5 except that they determine the firing level of the laser beam for the space robot on the right when 2 people are playing. They are also used alternately with L5 when playing against the computer.

OPERATING INSTRUCTIONS

OBJECT

To fire your laser beam at your opponent, to avoid the laser beam of your opponent by manuevering your space robot and to score 99 points.

1) Decide whether 1 or 2 people will play.
2) Select the speed for competition. (1 or 2)
3) Press the Start/Reset Button.
4) When playing against the computer, your controls are on the left-hand side of the display for the first game. Each game thereafter alternate between the right and left controls. If you're playing with a friend, then decide which side you would prefer.
5) Select a position. (JUMP, STRAIGHT, STOOP)
6) Fire a laser beam. (HIGH, MEDIUM, LOW)
7) Score points and win the space war.
8) After each game, press the Reset Button to start the next space war!

DESCRIPTION OF PARTS

PLAYER SELECTION BUTTON (1, 2)

Decide whether to play against the computer or to challenge a friend. In either case, the computer always controls the moving obstacle to add more excitement to the game.

ADJUSTABLE SPACE ROBOT SPEED CONTROL/POWER SWITCH (1, 2)

The speed of the space robots can be increased to add more challenge to the game. On game level 2, the space robots move more quickly and the laser beams zap quicker too. Compete with the computer brain or challenge a friend to see who's the Space War Hero.

Speed Control and Category:

1) Space War Novice
2) Space War Hero

Turn the game "on" by selecting the skill level desired. Do not move this button during play otherwise action will stop and you'll have to begin the game over again. After you have finished playing, be sure to turn the button to the "off" position.

START/RESET BUTTON

Now you're ready to play. In the middle of the display, three vertical lines (obstacles) will appear and two blinking numbers. To begin the game, press the Start/Reset Button and wait for the

"outer space" tune to finish. The obstacles will continually move and 30 laser beams will be given to each space robot to fight the space war. Press this button at the end of the game to begin a new one. This button will not operate during a game.

SPACE ROBOT POSITION CONTROLS (JUMP, STRAIGHT, STOOP)

This game has 2 sets of Space Robot Position Controls, one on the right side and one on the left side of the display. If you're playing against the computer, your controls for the first game are on the left side. Each game thereafter alternate between the right and the left side controls. When you're playing against the computer only 1 set of control buttons will operate. You can choose 3 different positions for your space robot to take. Be sure to press only one button at a time.

1) JUMP
   From this position you can direct your laser beam in either the high or medium level. Your opponent will only be able to zap you with a high laser beam.

2) STRAIGHT
   Every time a game begins, this is the position your space robot will take. From this position you can direct your laser beam in either the high or medium firing level. Your opponent will be able to zap you from any of the 3 firing levels.

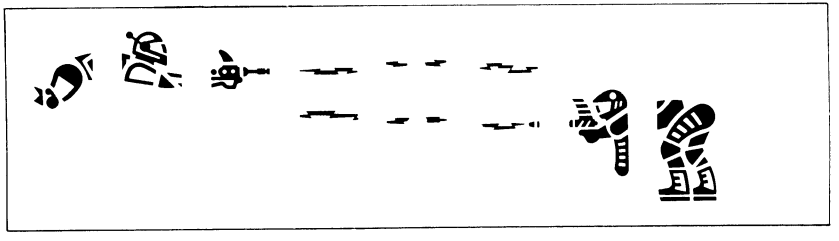
3) STOOP

From this position you can direct your laser beam in either the medium or low firing level. Your opponent will only be able to zap you with a medium or low laser beam.

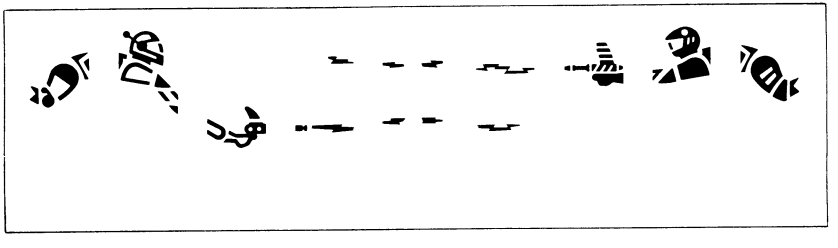
Each time you are hit by your opponent's laser beam ray, the computer will decide what position you will return to.

To see how your space robot will look in each position look at the pictures of the left space robot below:

JUMP HIGH



JUMP MEDIUM

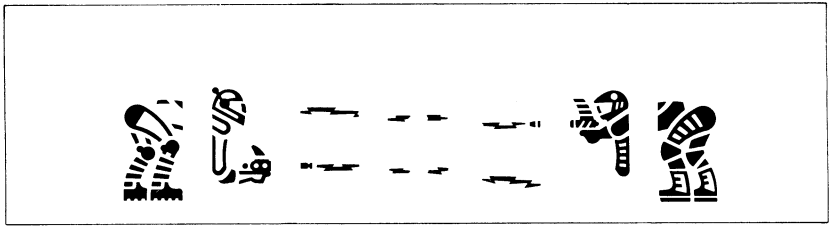


STRAIGHT
HIGH

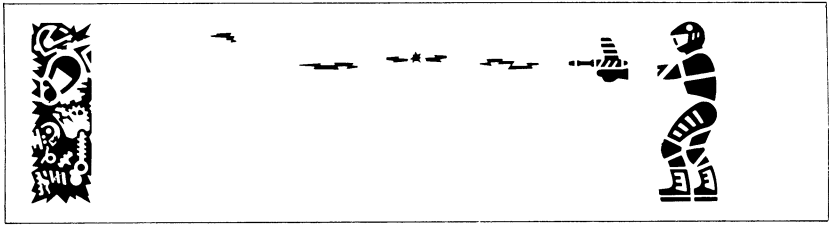
STRAIGHT
MEDIUM

STOOP
MEDIUM

STOOP
LOW



ELECTRONIC
DESTRUCTION



SPACE ROBOT LASER BEAM CONTROLS(HIGH,MEDIUM,LOW)
This game has two sets of Space Robot Laser Beam Controls, one on the right side and one on the left side of the display. If you're playing against the computer, your controls for the first game are on the left side. Each game thereafter alternate between the right and the left side controls. When you're playing against the computer only 1 set of control buttons will operate. You can choose 3 different firing levels for your space robot to fire the laser beam from. Be sure to press only one button at a time.

1) HIGH
   Zap your opponent in the head, score 6 points and watch the electronic destruction.
2) MEDIUM
   Zap your opponent in the head or chest depending on his position. If you hit the chest, score 4 points and your opponent is damaged.
3) LOW
   Zap your opponent in the legs, score 2 points and your opponent is damaged.

   Remember your opponent can fire the same laser beam rays. Play defensively. The moving obstacle is controlled by the computer. Try to hide behind the obstacle to avoid your opponent's laser beam rays. If you hit the obstacle with your laser beam, the beam loses its power.

DIGITAL DISPLAY

The digital display shows the number of laser beams at the beginning of each game and keeps a continuous count of the laser beams each space robot has left in the game. After each player has finished his 30 laser beams, then each space robots score will blink on and off on their respective side of the display.

SCORING

If you fire a laser beam and it is stopped by the moving obstacle, then no points are won by either space robot. The points awarded depend on the position your opponent is in when hit by the laser beam. Every time you successfully hit your opponent or are hit by your opponent, you will hear a musical electronic sound. When the right-hand space robot discharges a laser beam, you will hear a high pitched tone. When the left-hand space robot discharges a laser beam, you will hear a low pitched tone. When a laser beam successfully hits a space robot, a special musical electronic sound will be heard.

Laser Beam hits are scored as follows:

6 points for hitting the head
4 points for hitting the chest
2 points for hitting the legs

If you get hit in the head, then your space robot will be electronically destroyed. If you get hit in the chest, then your space robot will be damaged and unable to fire the laser beam until the opponent discharges three more laser beams. If you get hit in the legs, the space robot will be damaged and unable to fire the laser beam until the opponent discharges two more laser beams. The damage can also be fixed if you are hit again by your opponent. Remember the score does not appear on the display until you have discharged all of your laser beams. When your score does appear, it will blink on and off until the next game is started.

COMPUTER-CONTROLLED OBSTACLE

In the center of the display, vertical lines will appear and disappear randomly on the screen. These obstacles are computer-controlled. The obstacles can be used defensively to avoid being hit by your opponent's laser beam. But remember that the obstacles can also block your laser beam from hitting your opponent.

LASER BEAMS

At the beginning of each game, each space robot receives 30 laser beams to discharge. There is no time limit to the game. Each space robot must discharge the allocated 30 laser beams for the game to end. Remember you only have 30 laser beams so play defensively and strategically.

END OF GAME

There is no time limit to the game. Each space robot must fire the allocated 30 laser beams for the game to end. The winner is the space robot that scores the highest points. The best score is 99 points.

MUSICAL ELECTRONIC SOUND EFFECTS

Game Start . . . . . "Outer Space"
Right Space Robot Laser Beam Firing . . . . . High Pitched Discharged Tune
Left Space Robot Laser Beam Firing . . . . . Low Pitched Discharged Tune

Direct Hit Head . . . . . Destruction Tones
Direct Hit Chest . . . . . Damage Tones
Direct Hit Legs . . . . . .Hurt Tones
30 Laser Beams Discharged by a Space Robot . . . . . "Almost Over"
Game Over . . . . . "The End is Here"

HOW TO CARE FOR YOUR SPACE LASER FIGHT GAME

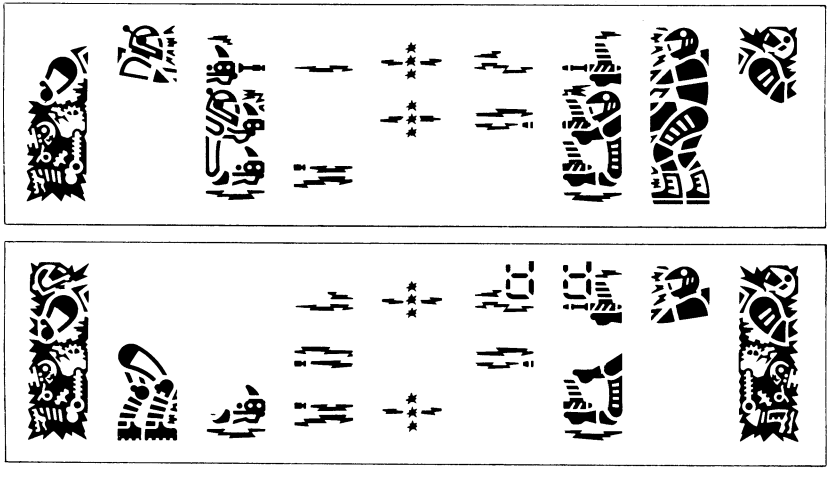
1) Do not leave the batteries in the unit for prolonged periods of time.
2) Do not open or disassemble the unit for any reason; it contains no serviceable parts. See the 120-Day Limited Warranty.
3) Do not leave the game in wet, dirty or excessively hot places.
4) Play with it often.

IMPORTANT NOTICE

If the game appears to be malfunctioning, this is the first sign of battery wear. Replace the batteries and your game should function perfectly once again. If you still cannot get your game to work properly, please reread the instructions carefully to make sure you understand how it operates.

BATTERY DRAIN

When your batteries begin to wear out, many space robots and laser beam rays will appear on your display. The same patterns will not appear every time. Sometimes more space robots and laser beam rays will appear than at other times, depending on the computer. As the batteries wear out, the game will become difficult to reset. You will hear a game-over sound before the battery drain patterns appear. It will become more and more difficult to play the game, just replace the batteries and your Space Laser Fight Game will work perfectly once again.



FOR LONGER BATTERY LIFE, WE RECOMMEND USING ALKALINE BATTERIES.

120-DAY LIMITED WARRANTY

Bambino, Inc. warrants each SPACE LASER FIGHT against factory defects in material and workmanship for 120 days from the date of purchase. This LIMITED WARRANTY extends to the original consumer purchaser only.

If the product fails to operate properly during this 120-day warranty period, it will either be repaired or replaced (at our option) without charge to the purchaser, if, within 10 days after such failure, either returned to the dealer or mailed, postage prepaid and insured, to Bambino, Inc. at P.O. Box 67B40, Los Angeles, California 90067, with a brief description of the problem, the date the problem was experienced, and proof of the date of purchase.

Units not qualifying for repair or replacement free of charge may be repaired for a service charge of $10.00 if mailed postage prepaid and insured and postmarked within one year of the date of purchase to Bambino, Inc. Payment must be made by check or money order.

Neither this LIMITED WARRANTY nor the post-warranty service is available if the damage or defect is caused by accident, act of God, consumer abuse, misuse, alteration, repair or from any cause other than factory defects in material or workmanship.

THIS LIMITED WARRANTY IS THE SOLE AND EXCLUSIVE REMEDY AND IS MADE IN LIEU OF ANY OTHER EXPRESS

WARRANTY. BAMBINO, INC. WILL NOT BE LIABLE FOR LOSS OF USE OF THE PRODUCT OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES OR DAMAGES INCURRED BY THE PURCHASER.

This LIMITED WARRANTY gives you specific legal rights and you may also have other rights which may vary from state to state.

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Bambino Space Laser Fight™ Stock No. ET-1201

ADAPTER ORDER FORM

SPECIAL AC ADAPTER: STOCK NO. ADP-E 0630 suc
TO ELIMINATE THE NEED FOR BATTERIES.

If the Bambino Special AC Adapter is not available at your local store, simply return this entire order form to Bambino, Inc. to order an adapter for your Bambino games. Please fill out both parts of the form clearly, in ink, and send it to the address below with a check or money order. NO CASH PLEASE.

Bambino, Inc.
P.O. Box 67B40
Los Angeles, California 90067
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Please ship_____Special AC Adapter @ $6.00 _____
Appropriate Sales Tax _____
Shipping and Handling Charges @ $1.75 _____

TOTAL $_____

NO C.O.D. ORDERS WILL BE ACCEPTED

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