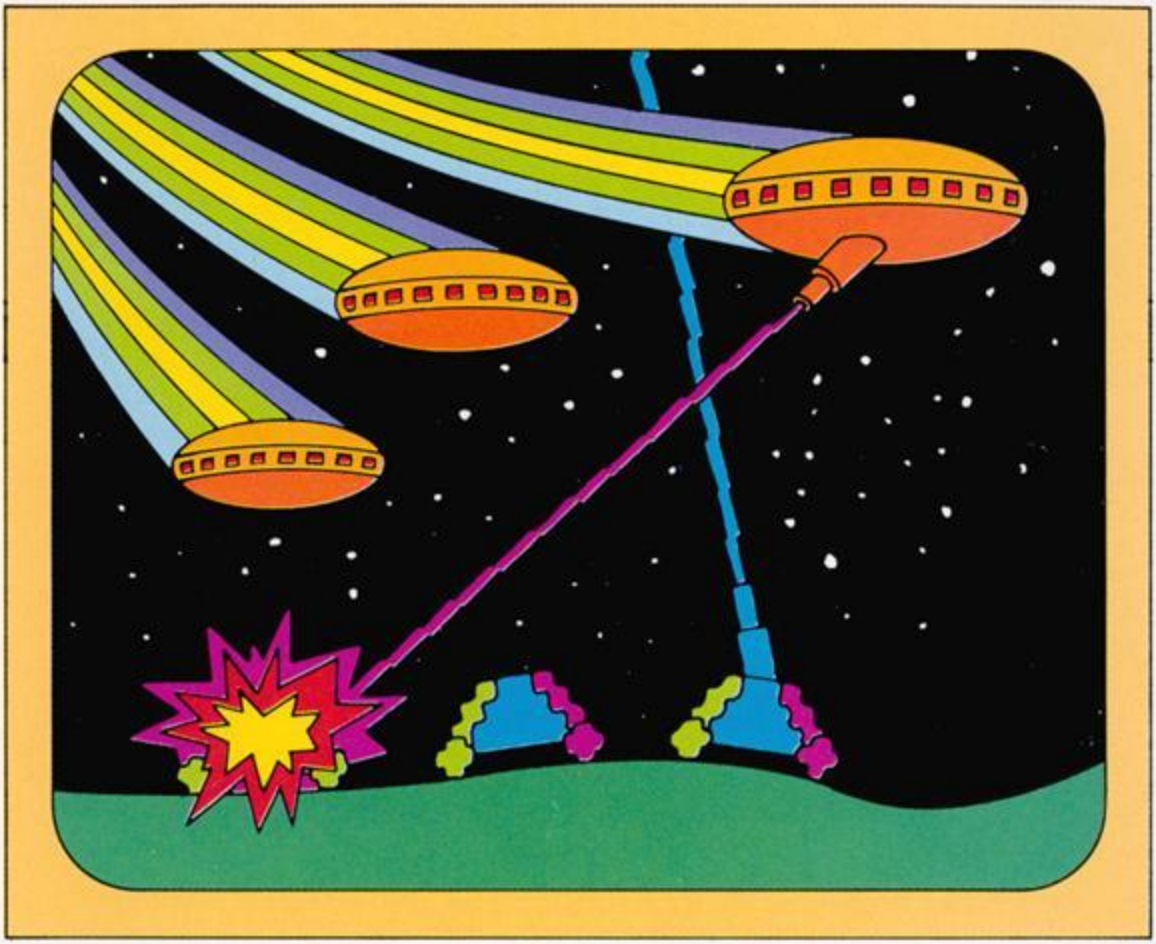
ACTIVISION™

LASER BLAST™

INSTRUCTIONS



Get set for the battle of your life. With Laser Blast by Activision, you're up against enemy attackers in a space shoot-out that defies description. But please, take time out to read these instructions. They're full of helpful hints on how to handle some very relentless adversaries. Good luck and good shooting!

ACTIVISION™

LASER BLAST™ BASICS

1. Hook up your video game system. Follow manufacturer's instructions.
2. With power OFF, plug in game cartridge.
3. Turn power ON. If no picture appears, check connection of your game system to TV, then repeat steps 1-3.
4. Plug in left Joystick Controller (it's the only one you'll need). When playing, hold the Controller with red button at upper left.
5. Difficulty Switches (skill levels on Sears Tele-Game™ Video Arcade®) have no effect in Laser Blast by Activision.
6. Select game with game select switch.

   Game 1: Cadet Level
   Game 2: Lieutenant Level
   Game 3: Captain Level
   Game 4: Commander Level

   NOTE: The difference between games is how rapidly the speed and firing rate of the enemy ground attackers improves as the game progresses. The relative difficulty of an attack group is calculated by multiplying the speed times the firing rate for that group.

DIFFICULTY OF GROUND ATTACK GROUPS

GAMES	GROUP ONE	GROUP TWO	GROUP THREE	GROUP FOUR	GROUP FIVE	GROUP SIX or more
CADET LEVEL	1	2	4	8	8	8
LIEUTENANT LEVEL	1	2	4	8	16	16
CAPTAIN LEVEL	1	2	4	8	16	32
COMMANDER LEVEL	1	32	32	32	32	32

The chart above shows how the difficulty of each attack group changes during play of each game. For example, at Captain and Commander Levels, the most difficult attack groups are 32 times as difficult as the easiest.

7. **To begin play.** Push your Joystick up to begin play. To start a new game, press game reset or push your Joystick up again.
8. **Piloting.** Your Joystick is used to pilot your spacecraft. You can only pilot one ship at a time. Pull the Joystick toward you to lower your ship and push it away to raise your ship. Move your Joystick left or right to move your ship left or right. When your Joystick is in the center, your ship will hover, spinning in a fixed position (not recommended!).
9. **Aiming and Firing.** The red button on your Joystick is used to fire the ship's laser blaster. Press this button to project the blaster from the bottom of your ship; release the button to fire. The laser blaster can be aimed by holding the button down and moving the joystick left or right. But remember, the blaster will not fire until the button is released.

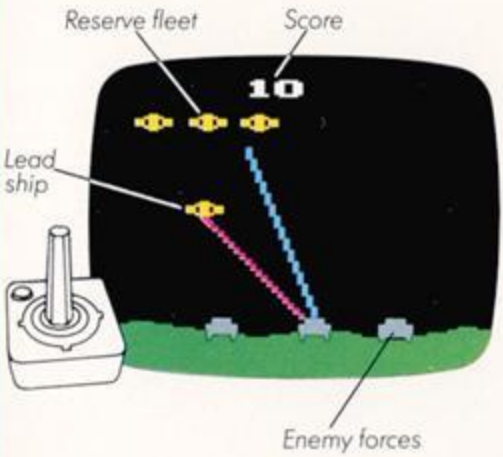
10. **Scoring.** Your score is kept in the upper left hand corner of the screen. You are awarded points for each attacker you destroy. As you progress through each game, attackers are worth more points but they're also tougher to destroy.
11. **Reinforcements.** For each 1,000 points you gain, you're given a reinforcement ship. You can receive an unlimited number of reinforcements during the game. But, you can only have six reinforcement ships on the screen at one time. No matter how many points you score, you must have less than six reinforcement ships before the computer will add to your fleet.

SPECIAL FEATURES OF LASER BLAST™ BY ACTIVISION™

ENEMY RADAR AND FORCE FIELDS

The ground attack forces are equipped with radar detection systems which help them aim their lasers at your ships. If you allow your ship to hover in one place too long, the enemy will quickly line up your ship in its sights, leading to disastrous results. By flying low to the ground, you can keep your craft under their radar.

However, as the battle progresses, each new wave of enemy attackers has a stronger force field, which gradually forces your ship farther away from the ground, making it an easier target for the attackers' radar to spot. Your ship will be pushed higher and higher into space until you can't go any lower than the very top level. This is when you must be very quick to avoid enemy fire.



WHEN YOUR SHIP TAKES A DIRECT HIT

Don't give up! Even though your ship will quickly lose altitude after you are hit, you can control the descent of your crippled ship and try to land on an attacker. This accomplishes two objectives: first, it destroys that attacker, and second, it adds the value of the destroyed attacker to your point total. After your spaceship has been destroyed, it will be replaced by one of the remaining ships from your fleet (if any). When you're out of ships, the game is over.

GETTING THE FEEL OF LASER BLAST™ BY ACTIVISION™

This isn't an easy game. It takes quick reflexes, concentration and stamina to succeed. We suggest you start out by taking some "reconnaissance" runs quickly over the attackers. Test and see their reactions before you stop and fire back at them. After you've gotten a feel for things, try and master Game 1 before moving on to the much tougher games.

The objective is to "fire and fly" and rack up as many points as possible, to add reinforcements to your fleet and to stay in the fight as long as you can.

THE ACTIVISION FEDERATION OF LASER BLASTERS

If you succeed in scoring 100,000 points or more, send us a picture of the television screen along with your name and address, and you'll be admitted to the Activision Federation of Laser Blasters. Score the maximum 1 million, and all points on the screen will be replaced with exclamation points. If you score the ultimate, please send us a photo! Such an achievement will certainly place you as one of the all time best video game competitors.

HOW TO BECOME AN ACE AT LASER BLAST™ BY ACTIVISION™

Tips from David Crane, designer of Laser Blast.



David Crane is also the designer of Dragster™ and Fishing Derby™ by Activision. He prides himself in taking on some of the most challenging game assignments possible.

"As you will quickly discover, Laser Blast is a game not only of skill but also of *endurance*. There's really no time for taking breathers.

"And that brings me to my most important tip. Always keep your ship in motion and fire quickly! A *moving* object is much harder to hit than one standing still. Since the attackers are continuously aiming and firing, you must be quick enough to dodge their fire, move into attack position and destroy their forces. Then quickly move on.

"It is possible to stay in one place and fire quickly enough to destroy your attackers before they zero in on you. But this is a very tough strategy to execute and demands superior skill and concentration.

"The game can get a little frustrating at times. But keep at it and you'll soon be eligible for membership in the Activision Federation of Laser Blasters. And take time out from your space battles to drop me a line. I'd love to hear from you."

David Crane

Look for more Activision™ video games wherever you buy video game cartridges. Drop us a note and we'll gladly add your name to our mailing list and keep you posted on new Activision game cartridges as they become available.

ACTIVISION™

Activision, Inc., 3255-2 Scott Blvd., Santa Clara, CA 95051

ATARI® and Video Computer System™
are trademarks of ATARI, INC.
Tele-Game™ and Video Arcade® are trademarks of Sears Roebuck and Co.

© 1981 Activision AG-008-03 REV. 2

Printed in U.S.A.