

Sears

TELE-GAMES®

VIDEO ARCADE™  
**OUTER SPACE**  
GAME INSTRUCTIONS



FOR 1 OR 2  
PLAYERS

**17** GAMES

**TABLE OF CONTENTS**

<b>1. INTRODUCTION</b>	<b>1</b>
<b>2. GAME PLAY</b>	<b>1</b>
<b>3. USING THE CONTROLLERS</b>	<b>6</b>
<b>4. CONSOLE CONTROLS</b>	<b>8</b>
<b>5. SCORING</b>	<b>9</b>
<b>6. GAME VARIATIONS</b>	<b>10</b>
<b>7. GAME SELECT MATRIX</b>	<b>12</b>

**NOTE:** Always turn the console **POWER** switch **OFF** when inserting or removing a Tele-Games® Cartridge. This will protect the electronic components and prolong the life of your Sears Video Arcade™.

**ALL RIGHTS RESERVED © ATARI, INC. 1977**



# 1. INTRODUCTION



OUTER SPACE offers three exciting space experiences for one and two players. Dodge asteroids and blast intergalactic UFO's in Space War, race through space at incredible speed in Space Race, or try a

tricky landing on the moon in Lunar Lander. Choose your game, then climb into your space craft, take over the controls, and start the countdown to high adventure.

# 2. GAME PLAY

## SPACE WAR

Imagine yourself seated in the cockpit of your space ship. Imagine that your television screen is the space window of your ship. As you hurtle through space, intent on your mission, gigantic asteroids and

weird UFO's loom up out of the darkness and threaten to collide with your space ship. Through your space window, you see them coming closer, closer...

## SINGLE-PLAYER SPACE WARS

Your mission is to destroy UFO's with your laser missiles and dodge indestructible asteroids before they collide with your space ship. You score 1, 2, or 3 points for each UFO you hit and lose 1 point for each UFO or asteroid that hits you (see Section 5, SCORING).

Asteroids and UFO's approach slowly in some games and fast in others. Sometimes they appear alone, sometimes in pairs. See Section 6, GAME VARIATIONS, for descriptions of individual games.

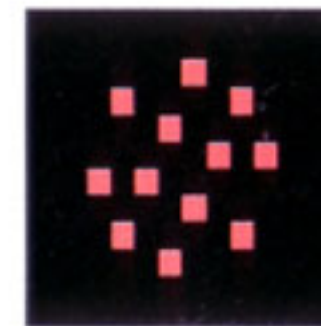
Use your Joystick Controller to steer your space ship; press the red controller button to fire laser missiles. For a briefing on Joystick technique, see Section 3, USING THE CONTROLLERS. To destroy a UFO, you must maneuver it into the center of your gun sights (see Figure 1) and fire missiles at it.

## TWO-PLAYER SPACE WARS

You alternate between two roles in two-player games: Space Ship Commander and Space Module Captain.

### Space Ship Commander

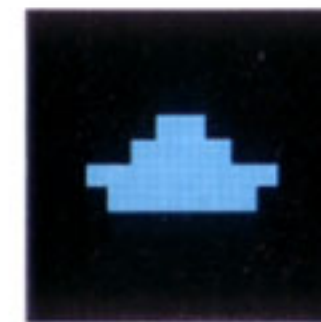
Your mission is to destroy the enemy space module and UFO's with your laser missiles. Use your Joystick to navigate your space ship around asteroids and maneuver UFO's into your gun sights (see Section 3). Press the red button to fire missiles.



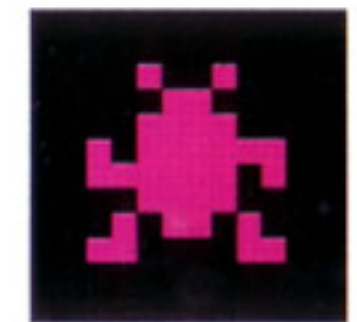
ASTEROID  
Cannot be destroyed.



STAR FIGHTER  
1 Point



FLYING SAUCER  
2 Points



SPACE ROBOT  
3 Points

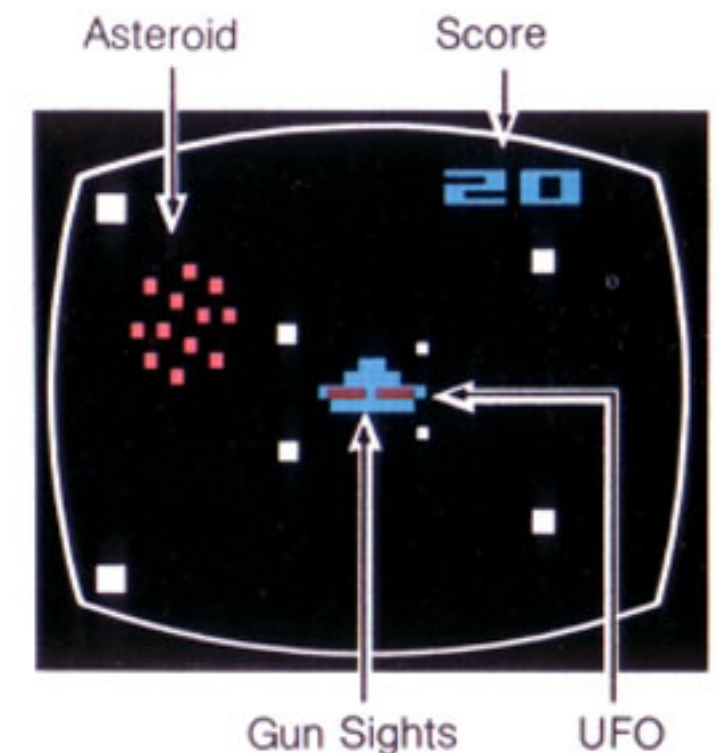


Figure 1. Space Window, Single-Player Space War Games



Score 2 points each time you hit the space module and 1, 2 or 3 points each time you destroy a UFO (see Section 5, SCORING). If the space module collides with an asteroid or UFO, score 2 points; if your ship collides, subtract 1 point. Work fast! You have only 2 minutes, 16 seconds in which to score points. When your time is up, control of the space ship passes to your opponent, and you man the space module.

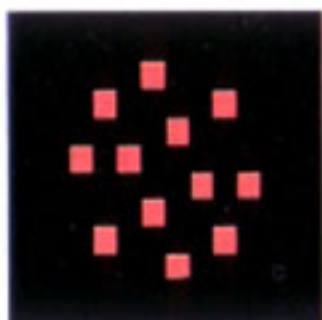
### Space Module Captain

The color of the space module indicates which player is Captain: Blue designates the player using the right Joystick; red indicates the player with the left Joystick.

The Space Module Captain does not score points. His mission is to prevent the Space Ship Commander from scoring by dodging laser missiles and avoiding collisions with asteroids and UFO's. See Section 3 for space module navigation techniques.

A space module is not equipped with missiles, but it does have a top secret device that enables it to become invisible when it is within range of space ship missiles (see Figure 2). Press the red controller button to make the module invis-

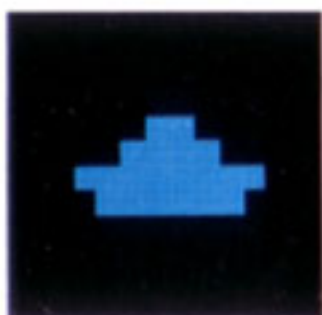
ble; hold the button in as long as you wish to remain invisible. This capability does not make the module invulnerable. It can still be hit by laser missiles, UFO's and asteroids. The module reappears after it is hit.



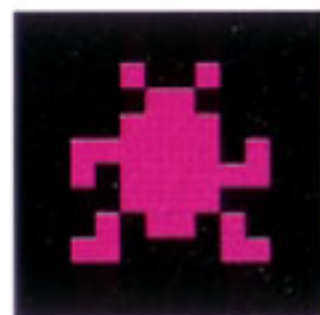
ASTEROID  
Cannot be destroyed.



STAR FIGHTER  
1 Point



FLYING SAUCER  
2 Points



SPACE ROBOT  
3 Points



SPACE MODULE  
2 Points

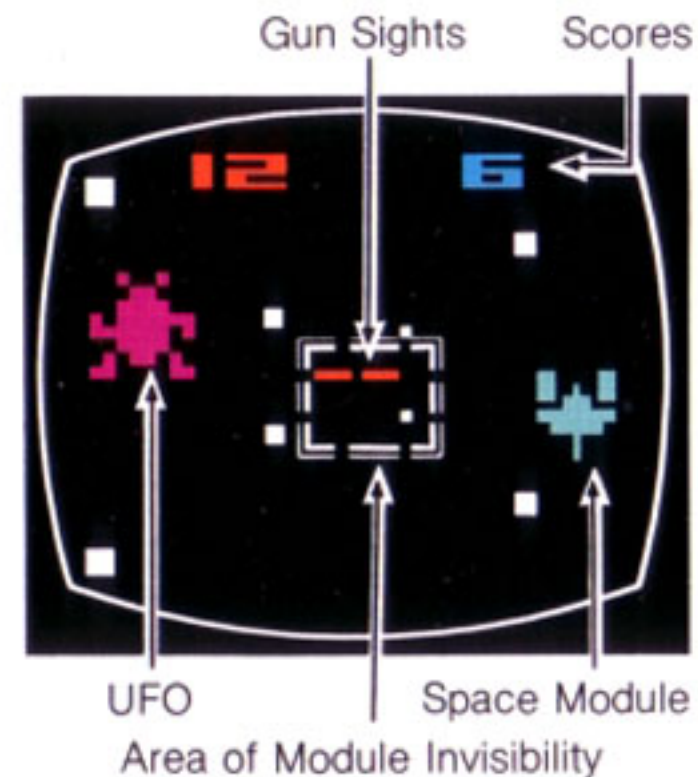


Figure 2. Space Window,  
Two-Player Space War Games

When the space war becomes too hot, you can use your space wrap capabilities. Space wrap enables the space module to leave the space window (television screen), "wrap" to the opposite side, and reenter. For example, the module can exit from the right side of the window and reenter at the left side.

### SKILL LEVELS

When you become a thoroughly experienced Space Ship Commander and want more challenge, move your SKILL switch from NOVICE to EXPERT. Your missiles will prove less effective and UFO's will

be harder to hit, making it necessary to hold them in your sights longer. (See Section 4, CONSOLE CONTROLS, for details.)

### SPACE RACE

In these two single-player games, you're a daredevil space pilot, racing against the clock. Your object is to cover as much distance as possible in 2 minutes and 16 seconds. A space meter, in the upper right corner of the space window (see Figure 3) ticks away each parsec of interstellar space distance you cover. (One parsec is equal to about 19.2 trillion miles or 3.26 light-years.)

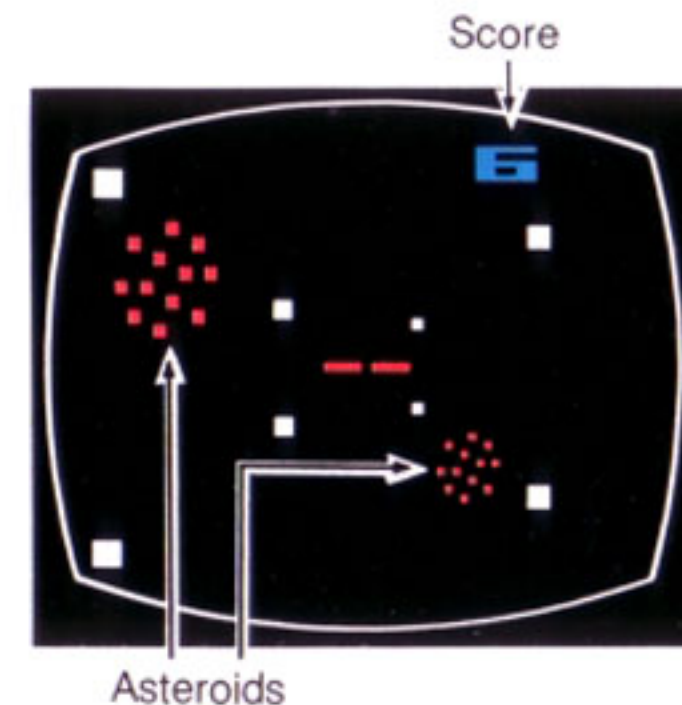


Figure 3. Space Window,  
Space Race Games



Press the red button on your Joystick Controller to increase your speed and cover more distance. But watch out for asteroids! At the incredible speeds you are traveling, a collision with an asteroid could demolish your space racer. You lose 1 parsec of space distance for each collision.

### LUNAR LANDER

#### SINGLE-PLAYER MOON SHOTS

You've launched the Lunar Lander from your space ship and are attempting a controlled landing on the moon, but a powerful space computer is influencing the moon drift and preventing you from completing your mission. To make matters worse, your lander gets caught in meteor showers (Figure 4), which threaten to destroy it.

Against all obstacles, you must complete your mission. With your Joystick Controller, steer your Lunar Lander into the moon's gravitational field, press the red controller button to fire your retrorockets, and land your lunar craft on the moon. When you succeed, the space computer shifts the moon into a different orbit, forcing you to attempt another perilous landing.

Complete as many landings as possible within 2 minutes and 16 seconds. You score 1 point for each successful landing and lose 1 point if a meteor hits your lander.

**NOTE:** Both the Lunar Lander and the moon have **space wrap** capability. They can leave the space window (television screen), "wrap" to the opposite side, and reenter. For example, the moon or lunar lander can exit from the top of the space window and reenter at the bottom.

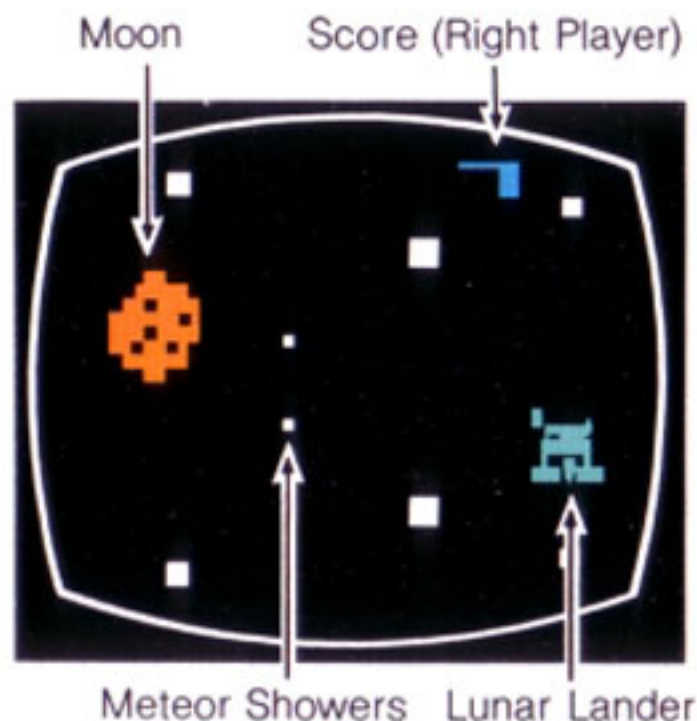


Figure 4. Space Window, Lunar Lander Games

#### TWO-PLAYER MOON SHOTS

You and your opponent contend for domination of the moon. The player who makes the most lunar landings wins. At the start of the game, the player using the left Joystick Controller pilots the Lunar Lander and attempts to land it. His opponent tries to prevent landings by keeping the moon out of reach. The lander

pilot scores 1 point for each successful landing and loses 1 point each time his lander is hit by a meteor (Figure 4).

At the end of 2 minutes and 16 seconds, the roles are reversed

and the player controlling the right Joystick takes over the Lunar Lander. Note that the color of the lander indicates which player controls it. Blue designates the player using the right Joystick; red indicates the player with the left Joystick.

## 3. USING THE CONTROLLERS

Use your Joystick Controllers with this Tele-Games® Cartridge. Be sure to plug the controller cables firmly into the jacks at the back of your Video Arcade. Hold the controller with the red button to your upper left toward the television screen. Use the **RIGHT CONTROLLER** jack for one-player games. See your owner's manual for further details.

### SPACE WAR

Single players use the right Joystick. At the start of a two-player game, the left Joystick controls the space ship; the right Joystick controls the space module. After 2 minutes and 16 seconds of play, control of the space ship passes to the right Joystick, and the left Joystick controls the module.

### AVOIDING ASTEROIDS

Steer clear of asteroids. You can't destroy them with laser missiles, and you lose a point if they hit your space ship. Move your Joystick

Controller to the right when an asteroid threatens from the left. Move it left when an asteroid approaches from the right. Push the Joystick forward to dive under asteroids; pull back on the Joystick to climb over them (see Figure 5).

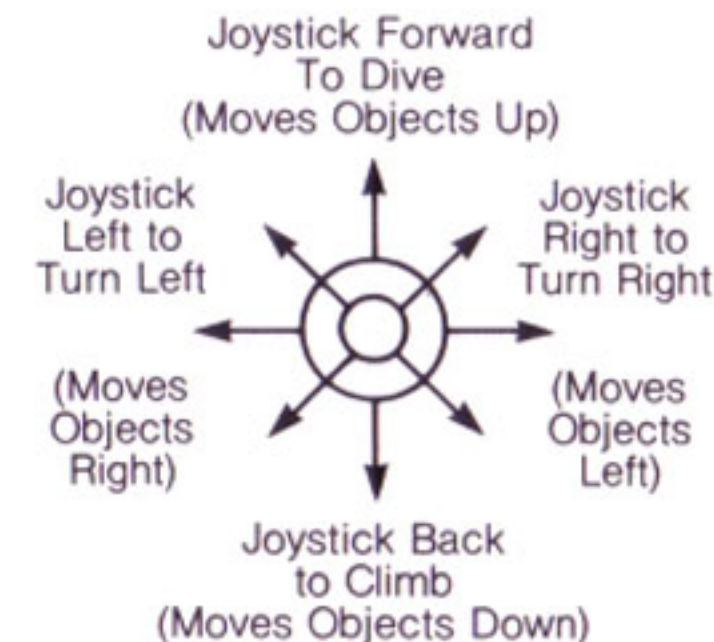


Figure 5. Space Ship Joystick Moves



### HITTING UFO's

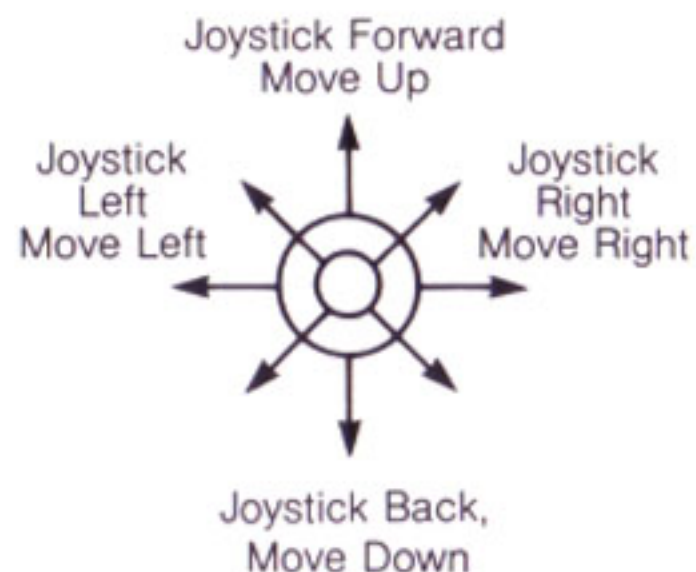
Use your Joystick Controller to maneuver UFO's into the center of your gun sights (see **Figure 1**); press the red controller button to fire missiles at them. Try to hit UFO's before they get close enough to collide with your space ship. To raise UFO's up into your sights, push the Joystick forward; to lower UFO's into your sights, pull back on the Joystick. Push the Joystick right to move UFO's left into the sights, and push it left to move UFO's to the right into the sights.

Steer away from UFO's that are certain to collide with your space ship. See **AVOIDING ASTEROIDS**.

### SPACE MODULE MANEUVERS

As Space Ship Commander, you want to maneuver the space module into your gun sights and fire missiles at it. To lower the module into your sights, pull back on the Joystick; to raise it into the sights, push the Joystick forward. Move the Joystick right to maneuver the module left into the sights, and move it left to maneuver the module to the right into the sights. Press the red controller button to fire laser missiles. The module must be in the center of your sights before you can score a hit.

As Space Module Captain, try to keep your module out of range of laser missiles and avoid collisions with UFO's and asteroids. The space module moves in the direction you move the Joystick, as shown in **Figure 6**.



*Figure 6. Space Module Joystick Moves*

Press the red controller button to become invisible. Your module remains invisible as long as you hold the button in. This line of defense only works when the module is close to the center of the television screen (see **Figure 2**), and it does not make the module invulnerable to laser missiles or collisions.

### SPACE RACE

Use your Joystick Controller to steer your space racer away from asteroids (see **SPACE WAR**, Section 3). Press the red controller button to increase your speed.

### LUNAR LANDER

In single-player games, the player controls the Lunar Lander with the right Joystick, and the computer controls the moon. In two-player games, the player using the right Joystick controls the lander and his

opponent controls the moon. After 2 minutes and 16 seconds of play, control of the Lunar Lander passes to the player using the left Joystick, and control of the moon passes to the player with the right Joystick.

Both the moon and the Lunar Lander move in the direction you push the Joystick. Press the red controller button to fire the lander's retrorockets and score a landing on the moon.

## 4. CONSOLE CONTROLS

### GAME SELECT SWITCH

Consult the **GAME SELECT MATRIX** (Section 7) for the number of the game you want to play. Press the **GAME SELECT** switch until your game number appears in the upper left corner of the television screen.

### GAME RESET SWITCH

Press the game **RESET** switch to begin a game or to reset a game to the beginning and return the score to zero.

### PLAYER SKILL SWITCHES

Your **PLAYER SKILL** switch is on the left side of the Video Arcade console if your Joystick Controller is plugged into the **LEFT CONTROLLER** jack, and on the right side of the console if it is connected to the **RIGHT CONTROLLER** jack.

### SPACE WAR GAMES

**NOVICE** Position: Laser missiles are strong and UFO's are easier to destroy.

**EXPERT** Position: Laser missiles are weaker and UFO's are harder to destroy.



**SPACE RACE GAMES**

**SKILL** switches have no effect in Space Race games.

**LUNAR LANDER GAMES**

**NOVICE** Position: Lunar landings are easier.

**EXPERT** Position: Lunar landings are more difficult. To score, lunar lander pilots must be precisely on target.

**HANDICAP**

When playing against a less skilled player, you can give yourself a handicap by setting your **PLAYER SKILL** switch to **EXPERT** when your opponent's switch is on **NOVICE**.

**5. SCORING**

Scores appear at the top of the television screen when you press the **RESET** switch to begin a game. In single-player games, your score is at top right. In two-player games, your score is at top right if your Joystick is connected to the **RIGHT CONTROLLER** jack and at top left if it is connected to the **LEFT CONTROLLER** jack.

**SPACE WAR GAMES**

In single-player games, you have 2 minutes, 16 seconds in which to sight and destroy UFO's. Score points as follows:

UFO	POINTS
Star Fighter	1
Flying Saucer	2
Space Robot	3

Lose 1 point when an asteroid or UFO collides with your space ship.

**NOTE:** Your score flashes on and off during the last 16 seconds of play to warn you that time is running out.

Two-player games last 4 minutes and 32 seconds, and each player has 2 minutes, 16 seconds in which to command the space ship and score points. The highest score wins. Space Ship Commanders score points as follows:

SPACE SHIP COMMANDER	POINTS
Space Module hit	2
Star Fighter hit	1
Flying Saucer hit	2
Space Robot hit	3
Module collides with UFO or asteroid	2

Lose 1 point when your space ship collides with a UFO or asteroid.

The space module captain does not score. His job is to keep the Space Ship Commander from scoring by dodging laser missiles, UFO's, and asteroids.

**SPACE RACE GAMES**

You have 2 minutes and 16 seconds in which to cover as much space distance as possible and score points. Score 1 point for each parsec of space distance covered by your space racer; lose 1 point for each collision with an asteroid. During the last 16 seconds of play, your score flashes to remind you that game time is running out.

**LUNAR LANDING GAMES**

In single-player games, you have 2 minutes, 16 seconds in which to

complete as many landings as possible. Score 1 point for each successful landing. In **Games 13 and 14**, you lose 1 point each time a meteor collides with the lander.

Two-player games last 4 minutes and 32 seconds, and each player has 2 minutes, 16 seconds to be Lunar Lander pilot and score points. The highest score wins. Pilots score 1 point for each successful landing; lose 1 point when the lander is hit by a meteor.

The moon does not score and tries to keep the lander pilot from scoring.

**NOTE:** After 2 minutes of play, scores flash to warn players that only 16 seconds of scoring time remain.

**6. GAME VARIATIONS**

**SPACE WAR GAMES**

**Game 1**

Single player. Slow-moving UFO's and asteroids appear two at a time.

**Game 2**

Single player. Slow-moving UFO's and asteroids come at you one at a time.

**Game 3**

Single player. Asteroids and UFO's come fast, one at a time.

**Game 4**

Single player. Fast-moving UFO's and asteroids appear two at a time.







**SEARS, ROEBUCK AND CO.**

**49 75601**