ROSY
ELECTRONICS

FAMILY ELECTRONIC GAME

SPACE
GALAXY

RF-2002

INSTRUCTIONS

Space Galaxy is one of the most exciting games employing 3-D system and provides the most realistic stereo vision with an electronic sound effects.

Aliens fly over in space and make an attack on base in avoiding enemy's missile attack. You have to make counter attack against Aliens by firing a Beam Force Cannon and get fuel back from King Alien.
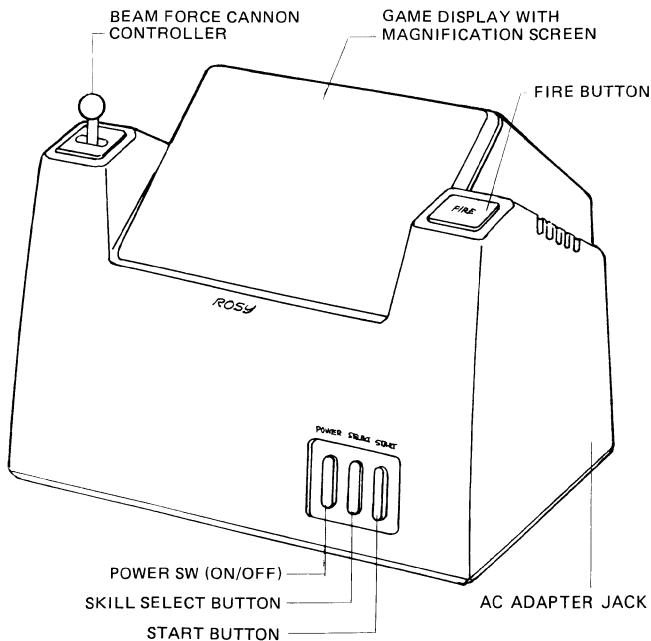
If you destroy Aliens or King Alien before your Beam Force Cannon destroyed, you have a "GOOD" mark and electronic melody as well, but if all of your Beam Force Cannons are destroyed by Aliens, you have an "END" mark with electronic melody in the screen, and the game is over.

What is the 3D System?

- The Game provides Stereo Scope Vision with 3 dimensions and wide screen.
- Light up Multi-Coloured FLD.
- Wide stereographic feeling, design and sound effects.

Power Sources

4 x UM-2 batteries (Be sure that + and − ends are properly aligned or AC Adapter 6V DC 250-300 mA)

BEAM FORCE CANNON CONTROLLER

GAME DISPLAY WITH MAGNIFICATION SCREEN

FIRE BUTTON

ROSY

POWER SELECT START

POWER SW (ON/OFF)

SKILL SELECT BUTTON

START BUTTON
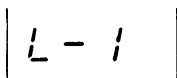
AC ADAPTER JACK

How to play

1. Push Power Switch on, then the game starts with electronic sound. You have computer controlling demonstration.

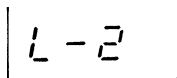2. Select skill level.

   Push Select Button on.
   >   L-1 is for Amateur
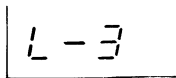   >   L-2 is for Semi-Pro
   >   L-3 is for Professional

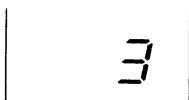 | $L - 1$ | $L - 2$ | $L - 3$ |
   |:---:|:---:|:---:|
   | AMATEUR | SEMI-PRO. | PROFESSIONAL |

3. Push Start Button to activate the game action.

   Aliens appear, and you see "3" on the game display which means that you have 3 Beam Force Cannons and 3 chances to launch your Beam Force Cannon for counter attack.

   $$3$$

4. Move Joy Stick Lever to right or left to control a Beam Force Cannon. You can avoid the missile attack from Aliens.

5. Push fire button to attack Aliens.

   You can not work the Beam Force Cannon Fire to repeat further unless Aliens are destroyed or Beam Force Cannon fly away.

* At the start of the game, formation of 8 Aliens appear on display, and start mobile attack. Total 32 Aliens attack against you.

- Mobile Aliens start random attacking, looping attack and also one Alien or formation of two Aliens fly over to you.

- **Scoring**

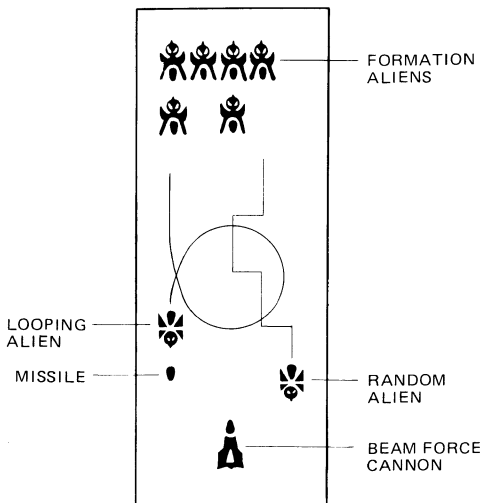   The score is displayed on digital score for the whole time of playing game.

   20 points for one Alien.

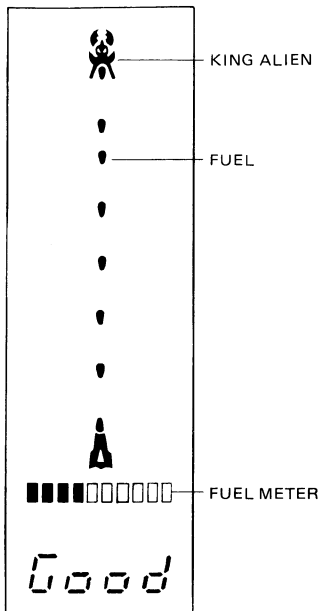   20 points for 1st Alien out of 2-formated Aliens.

   50 points for 2nd Alien out of 2-formated Aliens.

   100 points for destroying King Alien after destroying all of 32 Aliens (mobile attackers) appeared.

   300 points for destroying Aliens with 35 shoots.

FORMATION ALIENS

LOOPING ALIEN

MISSILE

RANDOM ALIEN

BEAM FORCE CANNON

- If you destroy King Alien, fuel oil will be supplied and you can refuel in your tank, and you can have "GOOD" displayed on the screen.

KING ALIEN

FUEL

FUEL METER

```
Good
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- Fuel meter shows fuel being gradually decreased in accordance with your skill of operating Beam Force Cannon and skill of playing game.

- In the case three Beam Force Cannons are destroyed or fuel is exhausted, "END" is displayed on the screen with electronic melody.

Demonstration display appears again on the screen.

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End
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9990
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For the score agained over 9990. you have a prize of winner fanfare melody.

To vestart the game. push Power Button on again.

After the game is over. automatic demonstration is seen. push Skill Button and Start Button. to restart the game.

Note:

- If fluorescent display lights or scoring device become erratic, replace batteries with fresh ones.

- Do not leave your game in very hot locations such as inside car window in sunny day, nearby a fire and any other place with heat as these would destroy the case and spoil the special lens in the device. Do not expose the game to the sun, and avoid the moisture.

- Do not push the game button roughly.

- Do not reassemble or open the game.