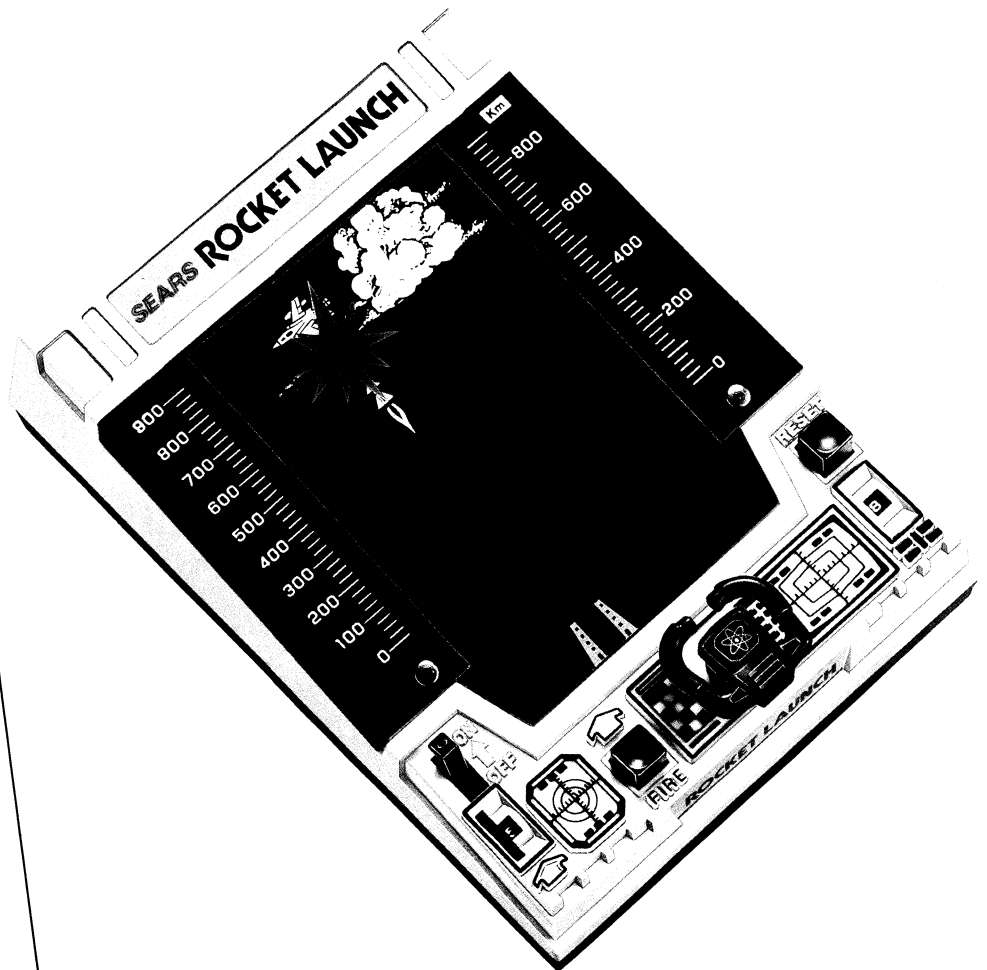


SEARS

Battery-Powered **ROCKET LAUNCH**

NO. 65007 BATTERY POWERED ROCKET LAUNCH

49-65007



**OPERATING
INSTRUCTIONS**

Sold by Sears, Roebuck and Co., Chicago, IL 60684

OPERATING INSTRUCTIONS

This game has loads of excitement for the player, firing the ground-to-air rockets aimed at the alien ships, but be careful. The alien ships can hide behind the clouds. The player with the most points registered in the digital hit counter (maximum points 14) wins.

To fire the rocket aimed at the alien ship, use left hand to push the firing button and right hand to turn the steering wheel. When the rocket hits the alien ship, a red light flashes. Push the reset button to register a point in the digital counter and to start the game again.

The game turns off automatically after firing 15 rockets. The digital rocket counter is reset to zero.

Before starting the game :

- ① Insert 2 "AA" batteries as shown in the diagram.
- ② Set the digital rocket counter to "0" position by turning the reset rotator.
- ③ Set the digital hit counter to "0" position by pushing the reset button.
- ④ Set the on/off switch to "ON" position.

