

TAKING CARE OF YOUR GAME

Treat your Tomytronic™ game as you would any calculator.
Don't drop it.

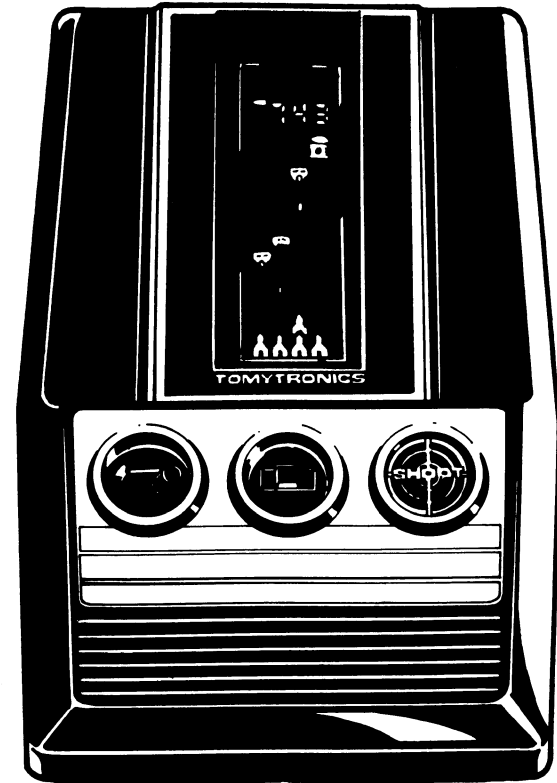
Don't expose it to excess heat; for example, in the glove compartment of a car on a hot, sunny day or near a heater vent.

Avoid getting it wet or dirty.

Turn game off when not in use and remove batteries if you plan to store your game. Don't leave dead batteries in the game.

Tomytronic™ Cosmic Combat takes 4 "C" size batteries, not included. Alkaline or long-life batteries are recommended for longer play.

TOMYTRONIC™ COSMIC COMBAT

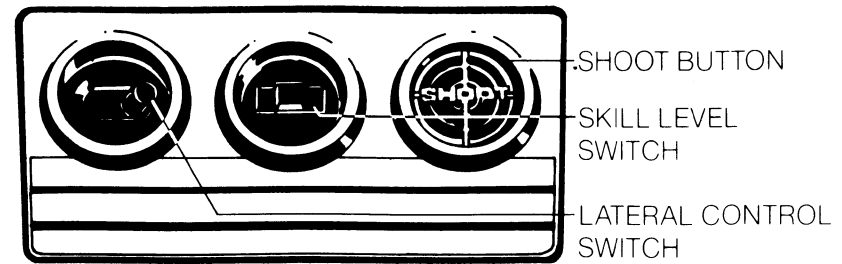
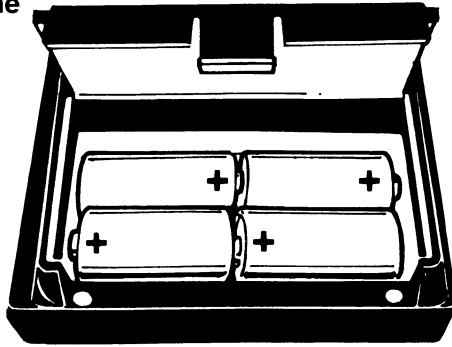


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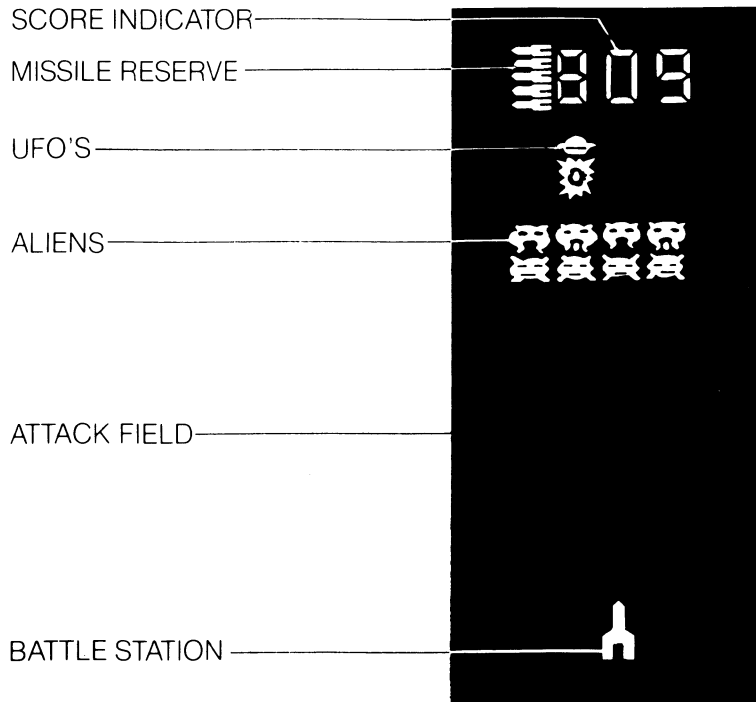


INSERT BATTERIES

Turn game over and press on battery cover to slide open. Insert four "C" size batteries, not included. For longer play, long-life or alkaline batteries are recommended.



SCREEN CALL OUTS



OBJECT OF GAME

Your mission is to blast the aliens out of the sky while avoiding their attacking bombs, to score the maximum points possible of 999.

HOW TO PLAY

Turn game on by setting the skill level to either Pro 1 for normal play, or Pro 2 for lightning fast play. Then select the number of missiles for your attack force, from 1 to 5, by pressing the shoot button when the desired number of missiles light up. Pressing the shoot button starts the action. Press the shoot button again to fire at the aliens and UFO's. Move lateral control switch back & forth to avoid attacking alien bombs.

SCORING

Hitting a UFO is worth a possible 20, 30, or 40 points. Hitting an alien invader is worth either 2, 3, 4, 5, or 6 points. The closer they are to your base, the more points they are worth when shot down. If you shoot down all the invaders, they will keep reappearing at the top of the screen until you score the maximum points possible, 999.

If you score 999, the game ends with a fanfare.

Game ends if:

1. All your missiles are destroyed, or
2. If the alien invaders capture your base (even if you have missiles left), or
3. If you score the maximum of 999 points