

Radio Shack® **ASTRO THUNDER**

Cat. No.
60-2197

Owner's Manual

Your Mission

From outer space came the alien menace. You are chosen to control the spaceship and attack the enemy fighters with your laser beams. But beware! There is a dangerous magnetic storm waiting for you. Also as you chase the aliens, enemy fighters equipped with lasers will appear. When you reach the alien's fortress, they will attack you with their megatron cannon. Beat the aliens before your energy is exhausted. The maximum score is 1000.

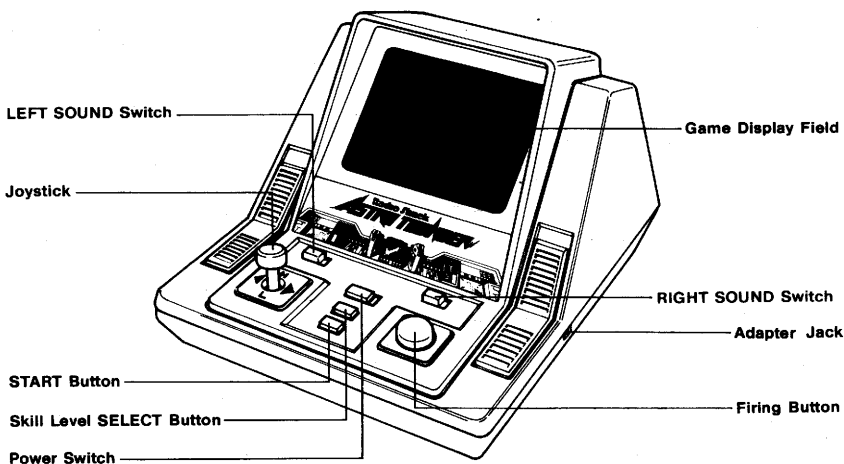
You must be armed with

Four type C batteries or AC adapter. For battery operation, open the battery compartment cover on the bottom of the unit. Insert four C batteries, observing proper polarity. Close the battery compartment cover.

For adapter operation, obtain Radio Shack 273-1650 adapter. Select the 6V range. Use the tip that fits the jack on the unit; set the center tip negative and connect the plug to the jack. Plug the adapter into a wall outlet.

Note: Use 270-7001 for 240V U.K., 270-9536 for 240V Australia.

If game malfunctions or display is erratic, check and replace the batteries. Always be sure to turn off the unit to avoid battery drain and remove batteries when you're not going to use the game for a week or more. Even leak-proof type batteries can leak damaging chemicals which will ruin your unit permanently.



CONTROLS AND GAME DISPLAY FIELD

POWER Switch

Turns the power on and off. Be sure to set to off when you have finishing playing.

Skill Level SELECT Switch

Select the skill level you prefer at the beginning of a game.

Level 1 - slow

Level 2 - medium

Level 3 - fast, and limited number of laser beams

START Button

Press to start the game.

Joystick

Move to left or right to move the spaceship sideways. To speed up your space ship, move toward H; to slow down move toward L.

Firing Button

Press to fire the laser beam.

LEFT SOUND AND RIGHT SOUND Switches

Use LEFT SOUND to turn the musical sound on/off. RIGHT SOUND switches the sound effect on/off.

Game Display

Score is displayed in three places. Upper left is unit of 100, upper right is unit of 10 and the bar graph on left side shows the unit of 1.

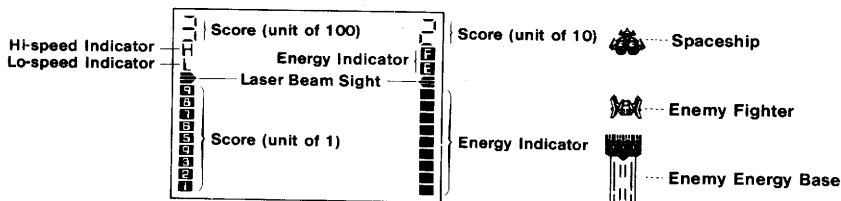
Energy Indicator shows how many units of energy you have left. The upper F and E stand for Full and Empty (like the label of the fuel gauge in the vehicle). The bar below shows the number of units. When the F appears, you are working with first 10 energy units. Whenever you lose your energy units, one box will disappear.

When you lose your first 10 energy units, the display changes to E and the unit emits a short alarming tone. When the remainder of energy goes down to only 4, the unit emits a long alarm; when you lose all your energy, your spaceship explodes and the game ends.

Hi-speed Indicator lights when you set the spaceship to High speed.

Lo-speed Indicator lights when you set the spaceship to Low speed.

Laser Beam Sight shows the sight of your laser beam. Fire the laser when enemy fighter is in this level.



How to Play

At the start of a game, upper right display shows the skill level of the game. At power on, the level is set to 1. Press the SELECT button until the level you desire appears on the display. Then press START.

Control the joystick and fire button to shoot at the enemy planes.

Scoring

5 points when you shoot down an enemy plane with your spaceship moving at High speed (H on display)

2 points when you shoot down an enemy plane with your spaceship moving at normal speed

1 point when you shoot down an enemy plane with your spaceship moving at Low speed (L on display)

The scoring is same for all three levels.

You will lose your energy when

- Your spaceship is hit by an enemy laser beam (phase 3 through 5)
- Your spaceship dashes into the magnetic storm (phase 2)
- Your spaceship crashes into the wall (phases 1 and 5)
- Your spaceship is hit by the megatron cannon (phase 6)
- A number of enemy planes passed by the spaceship (phase 1, 3 through 5)
The number is 16 in level 1, 8 in levels 2 and 3.
- In level 3, when you've shot 7 laser beams and none of the shots hit an enemy plane, you lose energy at the 8th shot.

You will get energy when

You blow up the enemy energy source in phase 6. The amount of the energy supply you get is in relation to the time you needed to blow up the source. The countdown timer (which appears at the score position of display) starts as soon as you enter phase 6. The units of energy, equal to 1/10 of the remaining time, is given to you. For example, when you blow up the energy source when timer shows 124, you will receive 12 units of energy.

High Speed/Low Speed Control

When you choose High, the spaceship moves at high speed for a few seconds. The enemy planes approach (and pass by) faster. When you set the control to Low, the speed of the spaceship becomes slow for a few seconds, and the enemy planes look like they will go away. The display shows whether you're in the High or Low mode.

Utilize the Low speed to your advantage. When an enemy plane comes near you, set the speed to Low and hit the enemy plane while it's going away from you. You can switch from High to Low instantaneously, but it takes a time to switch from Low to High.

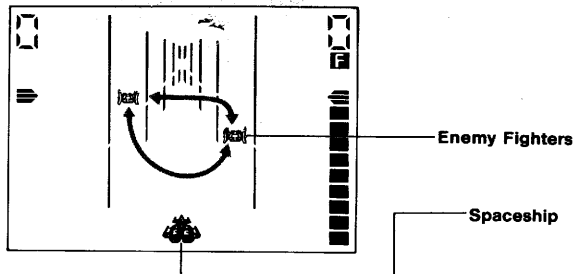
In phase 6 speed control is not possible.

OPERATION

Turn POWER on. The unit is in demonstration mode. Watch how the game proceeds if this is your first time playing. Your spaceship does not appear during the demonstration, but you will see how the enemy fighters etc. move.

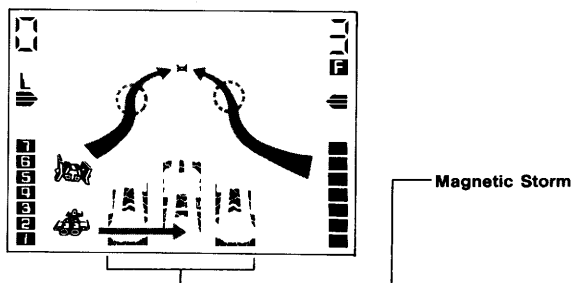
Phases of Game

Phase 1 — Alien's scout planes intruding. Take off in your space ship!



The intrusion alarm sounds, and the space ship takes off. You encounter the enemy planes inside the corridor of the base, but the planes are scouts and do not attack. But take care not to crash into the wall: you can lose your energy. In 60 seconds, you exit the base and fly to open space.

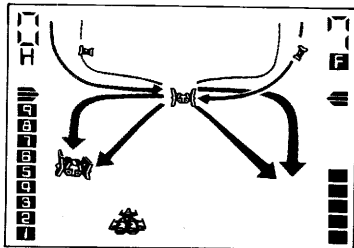
Phase 2 — The space ship dashes into a magnetic storm. Chase the scout planes!



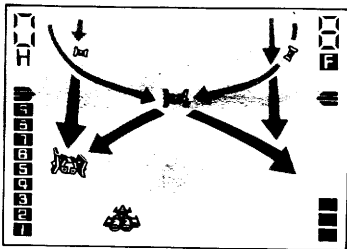
As soon as you fly out into space, you encounter a magnetic storm caused by the Dellinger phenomena. Get out of the storm, or you will lose your energy. The enemy planes keep retreating. Chase them and attack. Note you can pass through the storm sideways...also your laser beam passes through the storm. The enemy planes can be hit only at the circled position in this phase. You fly out of the magnetic storm zone in 60 seconds.

Phase 3 — Enemy fighters approach. It's the start of the fight!

1st Attack:



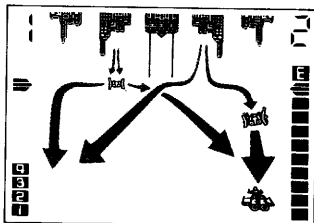
2nd Attack:



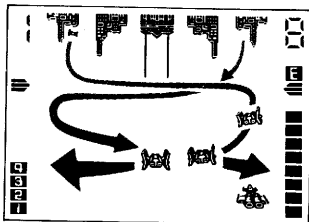
The enemy fighters attack you in open order. Shoot them down. This phase lasts 70 seconds. But, if you have not shot over 8 enemy planes, you cannot proceed to next phase.

Phase 4 — You find the enemy fortress! Fight with the enemy defender planes!

1st Attack:



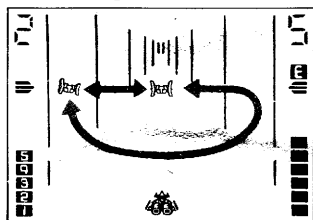
2nd Attack:



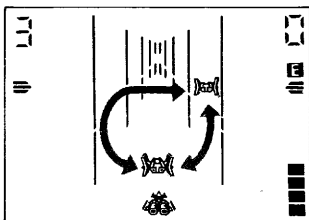
After the enemy fortress appears, the defender planes come from beneath it to engage you. Again, the phase lasts 70 seconds but you need to shoot down at least 8 planes to go further.

Phase 5 — You enter the enemy fortress! Now, you break through the defender line!

Broad Passage:

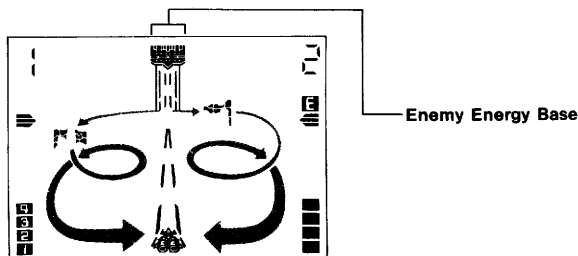


Narrow Passage:



The spaceship enters the enemy fortress. Fight with the enemy defenders, avoiding crashing into the walls. Again, the phase lasts 70 seconds but you need to shoot down at least 8 planes to go further.

Phase 6 — Blowing up the enemy energy source. You can get your energy supply from your enemy's energy source. (Not shown in demonstration mode)



The energy source fires a megatron cannon. If you are hit, the spaceship is splashed to the side. The countdown timer starts as soon as you enter this phase. Aim at the barrel of the cannon: if you succeed hitting 8 shots before the timer reaches 96, the cannon explodes and you will get your energy supply. This completes one course. The game reverts to phase 1 and continues.

The game ends when your energy is exhausted or you gain 1000 points.

"HH" will appear when you gain 1000 points.

MAINTENANCE

Your ASTRO THUNDER represents a fine example of electronic engineering and construction. As such it should be treated accordingly. We offer the following suggestions so you will enjoy this product for many years to come.

If at anytime you suspect that your unit is not performing as it should, stop by your local Radio Shack store. Our personnel are there to assist **you and arrange for service**, if needed.



Keep it dry. If water should get on it, wipe it off immediately. Water contains minerals that can corrode electronic circuits.



Do not store in hot areas. High temperatures can shorten the life of electronic devices, damage batteries, and can even distort or melt certain plastics.



Do not drop your product. This will likely result in failure to operate. Circuit boards can crack and cases may not survive the impact. Handling your product roughly will shorten its useful life.



Do not use or store in areas of high levels of dirt or dust. The electronics may be contaminated. Any moving parts will wear prematurely.



Do not use harsh chemicals, cleaning solvents or strong detergents to keep your unit looking new. You need only wipe it with a dampened cloth from time to time.



Always make sure any batteries used are fresh and are of the correct type. Never use general purpose batteries if alkaline cells are called for. Old or almost-dead batteries are also dangerous. A worn out battery can leak chemicals which will destroy electronic circuits.

RADIO SHACK LIMITED WARRANTY

This product is warranted against defects for 90 days from date of purchase from Radio Shack company-owned stores and authorized Radio Shack franchisees and dealers. Within this period, we will repair it without charge for parts and labor. Simply **bring your Radio Shack sales slip** as proof of purchase date to any Radio Shack store. Warranty does not cover transportation costs. Nor does it cover a product subjected to misuse or accidental damage.

EXCEPT AS PROVIDED HEREIN, RADIO SHACK MAKES NO WARRANTIES, EXPRESS OR IMPLIED, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. ~~Some~~ states do not permit limitation or exclusion of implied warranties; therefore, the aforesaid limitation(s) or exclusion(s) may not apply to the purchaser.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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