

INTELLIVISION[®] Intelligent Television

GAME INSTRUCTIONS

(For 2 players or teams)

Space Cadet

One team is from the ice planet, one from the fire planet. Each team controls a Space Cadet in a zippy little flying saucer. Bump into a sparkling asteroid to send it into the other team's planet. Team with the most hits against its enemy planet wins.

OBJECT OF THE GAME

Move the Space Cadet, colliding with the sparkling asteroids. The collision sends the asteroid to the opponent's planet, changing it bit by bit to your color and giving you one point shown below your planet. Convert it completely to your color and you are victorious! Your Space Cadet may fly off the screen, appearing on the opposite side. When the border changes blue, your Cadet will bounce off the side. Hit your opponent and you bounce off each other. The game ends when one planet is completely converted or the time runs out.



Guests at a party are to be divided into two teams.

PRESS RESET BUTTON: Title will appear on TV screen. Press any key to pass the title screen.

Enter TEAM SIZE – How many competitors are on each side.

Enter # OF ROUNDS – How many turns each player will take.

Enter # OF MINUTES – How long each round is for each player.

GAME CONTROLS

DIRECTION DISC: Move the saucer in all directions.