



**WARNING: EPILEPSY AND SEIZURES READ BEFORE OPERATING YOUR PLAY TV LEGENDS SPACE INVADERS**

A few people may experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Players who have not had any seizures may nonetheless have an undetected epileptic condition.

Consult your physician before playing video games if you have an epileptic condition or experience any of the following symptoms while playing video games: altered vision, eye or muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

**BATTERY INSTALLATION**

This game is powered by four (4) AA (LR6) batteries.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert four (4) AA (LR6) batteries (we recommend alkaline) as indicated inside the battery compartment.
- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

**ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.**

**TV CONNECTION**

**NOTE:** To connect Space Invaders directly to a TV, the TV must be equipped with audio and video input jacks or a Scart input. They are commonly found on the front of the TV near the contrast, color, and picture adjustment controls or on the rear of the TV near the antenna and cable/satellite jacks.

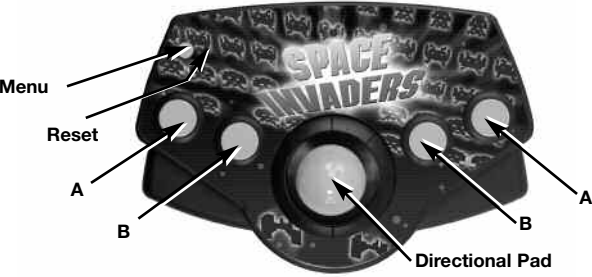
If your TV does not have audio and video input jacks, you may connect Space Invaders through a VCR connected to your TV.

**CONNECTING TO A VCR**

To connect Space Invaders to your VCR, insert the yellow video plug from the Main Unit into the video in (yellow) jack on your VCR, the white audio plug into the left audio in (white) jack or via the Scart adaptor. Then set the VCR to the appropriate video input mode (see your VCR's operating manual for details).

**ADULT SUPERVISION IS RECOMMENDED WHEN CONNECTING CABLES TO A TV AND VCR.**

**BUTTONS AND FEATURES**



**SPACE INVADERS**  
**5 Taito Games in 1**

**The Legend**

Taito Corporation was formed in Japan in 1953. Its first business ventures were importing various goods, brewing and selling the first domestic Japanese Vodka and manufacturing and selling a small peanut vending machine. In 1954 they started developing and selling jukeboxes. This was their core business until 1978 when they released Space Invaders in Japan. The rest is history, or, in this case, legend.

**The Set Up**

The Space Invaders Play TV Legends contains 5 popular Taito games built in, with no extra equipment needed.

**Games Included:**

- Space Invaders
- Lunar Rescue
- Colony 7
- Phoenix
- Qix

**To use:**

- Load battery compartment with four AA batteries. Alkaline batteries work best.

- Plug the Play TV Legends into the AV jacks on TV matching the color of the jack to the cord (i.e. yellow to yellow, white to white, red to red)
- Turn on the Play TV Legends by pressing the "power switch."
- A menu screen will load. Use the joystick to move the cursor next to the game you want to play. Press either the A or B button.
- Follow the instructions of the individual games.

**SPACE INVADERS**

**The Legend**

Space Invaders was designed and programmed by Toshihiro Nishikado for Taito, Japan in 1978 and remains one of the most popular arcade games ever made. The game was so amazingly popular in Japan that it caused a coin shortage until the country's Yen supply was quadrupled. Entire arcades were opened in Japan specifically for this game. By the end of 1979 it had become a worldwide phenomenon and the first era of video games had begun. In 1980, the game was licensed by Atari for the 2600 game system and was the first arcade game ever adapted for Atari's home system. The Space Invaders franchise has flourished for more than 25 years and has generated over \$500 million in revenues.

**The Controls**

**Joystick**

- Left or Right** – move your Laser Base across the bottom of the screen
- Up or Down** – no function in this game

**Button A or B**







- Shoots lasers from your Laser Base

**The Game**

The object of the game is, basically, to shoot the invaders with your laser base while avoiding their shots and preventing an invasion. Amassing a high score is a further objective and one that must be prioritized against your continued survival. Each game screen starts with five rows of 11 invaders. The bottom 2 rows score 10 points per large invader, the middle 2 rows 20 points for each medium invaders and the top row scores 30 points for each small invader. This makes each screen worth a total of 990 points.

The score for each screen can be dramatically increased by the tactical destruction of the 'mystery' value spaceships that frequently fly from one side of the screen to the other. Temporary sanctuary can be sought beneath the 4 base shelters.

**Space Invaders - Identification Parade**

-  **10 point invader (Bottom 2 rows)**
-  **20 point invader (middle 2 rows)**
-  **30 point invader (Top row)**
-  **Mystery ship worth 50, 100, 150 or 300 points**
-  **Player's laser base**
-  **Base shelter**

The invaders randomly fire missiles down the screen from the center of their bodies. There are 3 types of missile: slow straight ones, fast straight ones and wiggly ones that are the most powerful. If a missile hits the player's laser it is destroyed. If all the lasers are destroyed the game is over. The missiles also cause varying degrees of damage to the base shelters. If any invader reaches the bottom of the screen the game ends, no matter how many remaining bases the player has.

The invaders travel sideways and each time they touch the side they drop down 1 line. On screen 1 they need to drop 11 lines to reach the bottom and 'invade'. From screen 2 through to screen 9 they start progressively lower down the screen. At screen 10 the game reverts to the screen 1 start position and the cycle begins again.

There is no time limit, except for the fact that if you do not shoot them all before they reach the bottom of the screen the game ends.

Any missiles dropped by an invader on the row above 'invasion' row will not harm the player's laser. When an invader's missile collides with a player's laser shot, the player's shot is always destroyed but the invader's missile occasionally survives, almost certainly if it is a wiggly missile.

**The Tricks**

The game has a 'heartbeat' rhythm that the player should become attuned to. The player can quickly control the speed with which the invaders descend. They only drop when they reach the edge of the screen (right or left) so by shooting away the outer columns before the inner columns the rate of descent can be slowed. Best results come from quickly wiping out the rows from left to right. Use the shelters to hide behind, timing your movement to avoid missiles while shooting whenever you get the chance. If the center of the shelter is already damaged, shoot a clear hole through it and fire from there. This technique is especially useful at the start of a level using the far left shelter.

Every time you fire and miss you must wait until the shot reaches the top of the screen before firing again. Remember this and do not fire wildly at fast moving invaders, especially the last one. You will have time to shoot it if you do not waste time missing! The last invader is usually easier to hit when traveling right to left.

Good luck with Space Invaders, we hope these tips and techniques help you to fully enjoy the game.

**LUNAR RESCUE**

**The Legend**

Launched by Taito in 1979, Lunar Rescue was the follow-up game to Space Invaders. Unfortunately, it was released at the same time as Asteroids, which pretty much eclipsed most games until the 1980's. This is one of those "sleeper" games that didn't get a big following since Asteroids was also out. Good luck in rescuing the astronauts.

**The Controls**

**Joystick**

- Left or Right** – move your Landing Pod across the screen as you descend and ascend
- Up or Down** – no function in this game

**Button A or B**

- While descending, press A or B to fire rockets to slow your descent
- While ascending press A or B to Shoot lasers from your Landing Pod
- While ascending press and hold A or B to fire rockets and quicken your ascent

**The Game**

Your mission is to save the astronauts stranded on the surface of a rocky planet. You must drop your landing pod from your mother ship; guide your ship to the rocky planet's surface avoiding the asteroids and land on one of the platforms. One of the stranded astronauts then runs into your ship and you must then return him to the mothership.

On your return trip there are no asteroids they have all transformed into alien ships! Luckily, your ship is armed with a laser and you can destroy the alien ships. Rescue all of your astronauts and you advance to the next harder level.

The platforms you have to land on the planet's surface are three different sizes with their point values marked on them. Once you rescue an astronaut from a top platform, it disappears and you have to land on the next smaller platform to rescue your man.

On your way down you have a limited fuel supply that you can use to fire your thrusters to slow your descent. You must land on the platforms or you crash into the rocks. On your way up, you can increase the speed by using your thrusters. On your ascent you do not use fuel by firing your thrusters. When you get close to your mother ship, the docking bay doors open and you must fly inside.

On later levels meteors falling diagonally across the screen may impede your ascent.

**The Scoring**

Small alien ship: 50 points. Medium alien ship: 30 points.

Large alien ship: 30 points.

Landing on Large Platform: 50 points.

Landing on Medium Platform: 100 points.

Landing on Small Platform: 150 points.

End of level bonus: 50 points per man rescued x level.

**The Tricks**

- Try to land on the smallest platforms first, as saving the larger ones will make the later part of the stage easier, when the asteroid field is denser and the enemy ships more numerous.
- Asteroids cannot hit you at the extreme edges of the screen.
- Alien ships can only fire from their center, whereas you can hit their edges. Use your speed advantage to move under them, fire quickly and move away before they shoot.
- Don't be too conservative using your thrusters on your descent, as you have plenty of fuel.

**COLONY 7**

**The Legend**

Colony 7, launched in 1981, only existed as an arcade game. Does Colony 7 look a little familiar? If so, think of another game from roughly the same era. Taito's immensely "otaku" Colony 7 was the inspiration for the Imagic Atlantis Atari 2600 cartridge. While not a licensed home version of Colony 7, Imagic's Atlantis was manufactured for the Atari 2600, Intellivision, and even the Odyssey 2, and was the closest thing one could find to Colony 7 at home.

**The Game**

You're in charge of defenses at Colony 7. Even though a shield protects the settlement's power generators, weapons and populated buildings, the onslaught of alien intruders gradually and inevitably wears that shield down. Once holes have been bored through the shield, the aliens have a clear shot at Colony 7. Defend Colony 7 from alien attack by using two ion-cannons that fire an exploding shot knocking out targets near its detonation zone and an eradicator rocket that acts as a "Smartbomb", which clears the entire screen. You start with two lives and lose one if all of the colony is destroyed, or if both of your cannons are blown up.

**The Controls**

**Joystick**

- Move your cross hairs left, right, up and down to focus your weapons on incoming attacks.

**Button A or B**

- Button A-** Fire your canon.
- Button B-** Fire a smartbomb.

**The Scoring**

Shooting a Fighter- 25-250 points

Shooting a Scout- 100 points

Shooting a Bummer- 100-1000 points

Shooting an Advisor- 500- 5000 points

Points are also scored for the amount of buildings left standing in your colony after each wave of enemy attack.

**PHOENIX**

**The Legend**

One of the early definitive multi-stage space shooter games with an end of level boss to destroy.

**The Controls**

**Joystick**

- Move your ship left, right, to focus your weapons on incoming attacks.

**Button A or B**

- Press A to fire your weapons
- Press B to initiate shields

**The Game**

Phoenix sees you take charge of a ship armed with bullets and a defensive shield. You must destroy the waves of attacking space birds to reach the boss ship and destroy it. Wave one sees you facing attacking yellow birds attempting to ram your ship. You may only fire one shot on screen at a time.

Screen two sees purple enemy birds. They swoop down and shoot more often.

Wave three sees large blue bird eggs moving back and forth on screen. If you don't shoot the eggs in time they hatch into large winged blue birds that must be shot dead center to be destroyed. Winging them is not enough as the damaged limb soon re-grows. They move across the screen swooping down firing bullets more frequently than in the previous waves. Wave four is the same as wave three, with purple bird eggs hatching into large winged purple birds

Wave five is the final stage in the game, and sees the enemy boss in its huge spaceship moving down the screen towards you, flanked by a formation of purple birds. A thick layer of shielding protects the ship, and you must shoot through this shielding. Behind the yellow shielding is a layer of purple shielding which moves from left to right and you must shoot this to create a hole in the shield through which you must fire and score a hit on the enemy boss to destroy it. All the while the boss fires waves of bullets at you, and the purple birds swoop down. Once you shoot the enemy boss, you are awarded bonus points and the game reverts to wave one and continues.

On waves one, two and five once the birds reach your level they will fly upwards to return to their original formation place. If you shoot them in flight you will score extra points.

Your defensive shield, by no means impenetrable, protects you from bullets and direct contact with birds on a collision course. Shields take several seconds to recharge after each use.

One extra life is awarded when your score reaches 3,000 points.

### The Scoring

Shooting a yellow or purple bird: 20, 40 or 80 points; in flight: 200 points.

Shooting a blue or purple egg: 50 or 100 points.

Shooting a large blue or purple bird: 100 to 800 points (random).

Shooting the boss: 1,000 to 9,000 points (depending on height).

### Playing hints/tips

- Use shields carefully. If you are moving when you activate, there is a danger it will fail.
- Birds will sometimes stop directly above you. Shoot them before they fly back up.
- Birds that stop below you can be killed with your shield.
- You are unable to move when your shield is activated. Avoid using it at the left or right edge of the screen on wave three or four; bullets may hit you as soon as your shield runs out.

## QIX

### The Legend

One of Taito's best known games, Qix is the hit arcade title that sparked numerous clones. Like all other great arcade classics, the game play is simple, but highly original and addictive. Qix is a must-have for every arcade fan, and a relaxing break from more serious action fare.

### The Controls

#### Joystick

- Move your marker left, right, up and down around the outside of the square
- Set the direction for marker movement inside the square

#### Button A or B

- Marker will move around the outside of the square with just the joystick
- Must press A or B to move inside the square
- Press and hold down the A button to begin a FAST draw
- Press and hold the B button starts a SLOW draw; rewarded with higher points

### The Game

Your goal is use a marker to separate the screen into different portions, thereby "claiming" the space. In the meantime, you must avoid electronic creatures called qix, sparx, and others that randomly appear to destroy your marker

The QIX is an evil and terrifying computer virus. Nobody knows where it comes from. Your mission: immunize the system against this insidious infection! But the QIX learns from its mistakes. It also breeds lethal sub-viruses that can quickly spread and infect your system.

Each player starts with three lives. Fill in sections of computer memory without becoming infected. A level is completed when the required section of memory is immunized against the QIX. For example, you must immunize 75 percent of level one to advance to level two. A life is lost if the QIX touches an incomplete line, or if the marker is attacked by a FUSE or SPARX.

### The Scoring

The status panel on the right side of the screen shows the current number of lives, required claim, completed claim, and current level. The SPARX timer is a red line located above the game screen. It begins to shrink during play. Two SPARX are created each time the line disappears. Player scores are located at the top of the screen. Points are awarded for each filled section of memory. A SLOW draw earns twice as many points as a FAST draw. A player earns 1,000 bonus points for each percent over the required goal. Splitting two QIX from each other multiplies the point value for each new FAST and SLOW fill. An extra life is awarded every 50,000 points.

### The Tricks

- QIX has no time limit; don't try and rush through a level.
- Build walls to guide the QIX into a position where you can trap it.
- Try and split a pair of QIX as often as you can; your score will multiply.
- Keep moving; the SPARX are always looking for you.
- Second guessing the QIX isn't recommended.

## TROUBLE SHOOTING

### TV

To locate your auxiliary channel, which is usually not 3 or 4, but a gaming channel found mostly found between 2 and 99 (example 2, 1, 0, 99), first try 00 to see if it is the auxiliary channel. Channels downwards from 3 until a Line 1 or Line 2, Video 1 or Video 2, Front, Aux, AV, etc., appears on screen, then push the power button on the game and it should automatically come on if you have selected the correct channel. If this does not work, another way to determine your auxiliary channel is to take a look at your television

remote. There may be a button on the remote that may take you directly to the correct channel. The buttons you are looking for may be labeled Input, AUX, AV, Line, TV/Video, or Video. If your remote has one of these buttons, turn your television back to Channel 3 and select that button. The power button on the game should be turned on in order for the game to appear on the television. If your television remote does not have any of these buttons, and channel 00 is not working, you may need to search the main menu for a way to determine your auxiliary channel. If none of these methods have helped you locate your auxiliary channel, you may need to check your owner's manual and/or contact a local television repair company.

### VCR

When connecting to a VCR, you must first start with a blue background showing on your television screen. To obtain a blue screen, try inserting a videotape into the VCR, let it start to play, then hit the stop button. This may give you a blue screen, then you can channel down to your auxiliary channel. If the blue screen still does not appear, try entering your TV and/or VCR main menu and see if it gives you options to select a blue screen background. Many times if you enter the main menu on your television you can change the setting from cable to video and display a blue screen. Also if you have an older television, you may locate a hidden door on your television that has color, picture, horizontal, vertical, and cable, antennae buttons. If your television includes this panel, you can select the antennae/cable button and see the blue screen appears. If you have tried all of these options and are still unsuccessful connecting the console, then you may need to check your VCR owner's manual or contact the manufacturer to find out how to set up your VCR for console games.

Remember, you can't play our games through a cable box or satellite, so if you own one of these make sure it is turned off before connecting the game. You can connect our games through DVD players with the same connection as a VCR.

If you still have difficulty with setup or operation of your game, please call our players helpline mentioned at the end of this manual.

If you choose to use an AC Adapter we suggest the following :

#### Output:

- Voltage: 6 Volts DC
- Current: 300 mA (minimum)

Polarity: Negative Center  
Plug Size: 5.5 mm outside diameter, 2.1 inside diameter.  
AC Adapters are available at most electronic stores.

If you use the product with a transformer, regularly examine for damage to the cord, plug, enclosure and other parts. In the event of any damage, do not use the toy with the transformer.

## CAUTION

- As with all small batteries, the batteries used with this device should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.**
- Be sure you insert the battery correctly and always follow the device and battery manufacturer's instructions.**
- Do not dispose of batteries in fire.**
- Batteries might leak if improperly installed, or explode if recharged, disassembled or heated.**

## IMPORTANT

**Sometimes, a built-up of static electricity ( from carpets, etc ) may cause the game to the stop working. Just reset the game, and it will work again.**

## MAINTENANCE

- Handle this device carefully.
- Store this device away from dusty or dirty areas.
- Keep this device away from moisture or extreme temperature.
- Do not disassemble this device. If a problem occurs, press the Reset button, or remove and replace the batteries to reset the device, or try new batteries. If problems persist, consult the warranty information located at the end of this instruction manual.
- Use only the recommended battery type.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the device.
- Do not short-circuit the supply terminals.
- Insert batteries with the correct polarity.
- The toy is not intended for children under 3 years old.
- The toy must be used with the recommended transformer.
- The transformer is not a toy .
- When cleaning the game with any liquid, disconnect it from the transformer first.
- Transformers used with the toy are to be regularly examined for damage to the cord, plug, enclosure and other parts and that, in the event of such damage, the toy must not be used with this transformer until the damage has been repaired.
- Packaging should be kept as it contains important information.
- The toy is not to be connected to more than the recommended number of power supplies.

**Please retain this for future reference.**

## FOR UNITED STATES

This product complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

**WARNING:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These

limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

## 90-DAY LIMITED WARRANTY

**(This product warranty is valid in the United States and Canada only)**

Radica Games Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica Games Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

**IMPORTANT:** Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

Distributed in the U.S. by:  
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