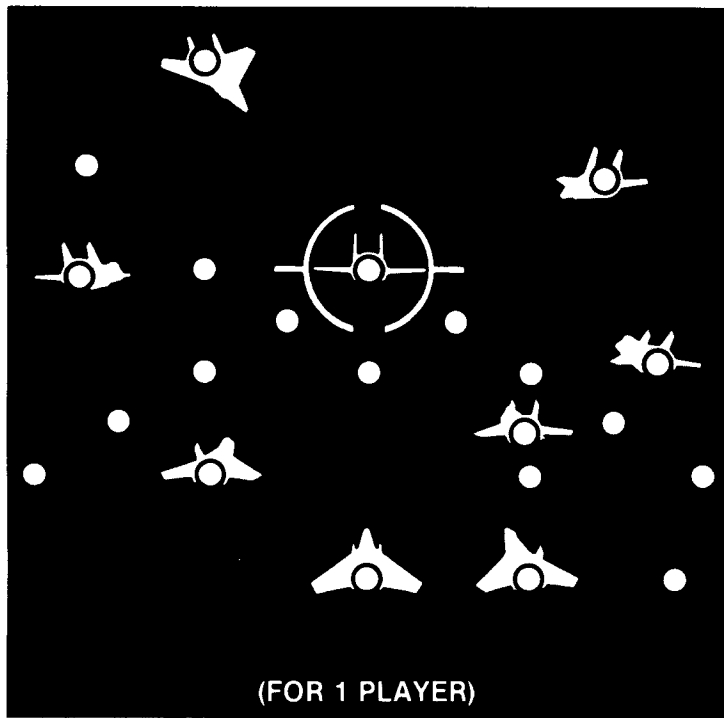


THE
**ACTION
ARCADE**
SERIES™

MATTEL ELECTRONICS®

STAR HAWK™*

Space Combat Game Instructions



*Star Hawk is a trademark of and licensed from Cinematronics, Incorporated

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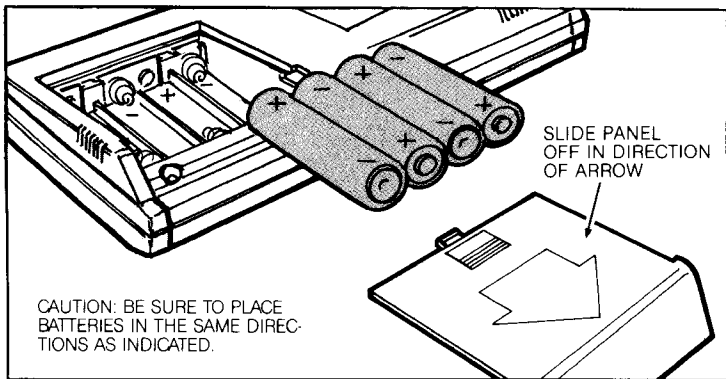
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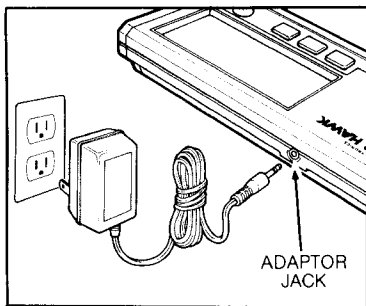
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OBJECT OF THE GAME: Take off in your space fighter, shoot alien spaceships to score points, then land safely before you run out of fuel. Game has 4 skill levels.

POWER SUPPLY: Install 4 "AA" batteries (not included). Use alkaline batteries for best service and longer life.

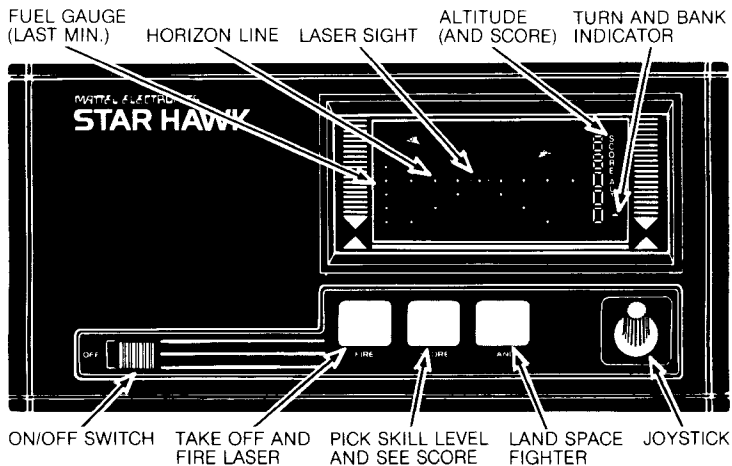


You can also use a 6 volt AC adaptor. AC adaptors are sold at most electronics supply stores. We recommend that you take your game to the store, to make sure you get the right adaptor.



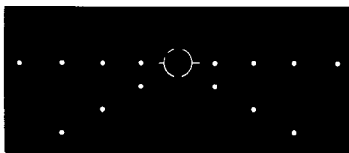
HOW TO PLAY

SKILL LEVELS When you slide the game switch ON, the right side of the display shows "L1" — Skill Level 1. To increase the challenge, press SCORE . Press this key again to step up one Level at a time (from 1 to 4 — 4 is hardest). When you've got the Level you want, you are ready to start the game.



THE TAKE-OFF Press FIRE **one time**. Runway lights appear to move as your spaceship starts to roll. **DON'T TOUCH THE JOY STICK OR ANY KEY UNTIL YOU ARE OFF THE GROUND.** If you do, you'll crash and end the game. During takeoff, you hear a series of rising double tones. When tones repeat and runway disappears,

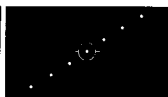
pull the joy stick toward you to gain altitude. REMEMBER, IF YOU MOVE THE STICK OR PRESS ANY KEY BEFORE TAKEOFF, YOU WILL CRASH!



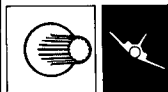
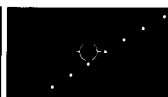
JOY STICK CONTROL



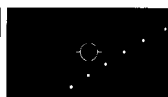
TO DIVE
(HORIZON
GOES UP)



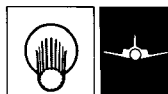
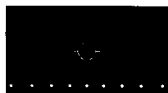
DIVE AND
TURN RIGHT



TURN RIGHT
(HORIZON
TILTS LEFT)



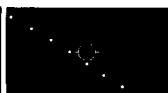
CLIMB AND
TURN RIGHT



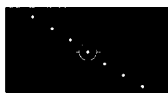
TO CLIMB
(HORIZON
GOES DOWN)



CLIMB AND
TURN LEFT



TURN LEFT
(HORIZON
TILTS RIGHT)



DIVE AND
TURN LEFT

IF YOU LEAVE THE JOYSTICK IN CENTER (NEUTRAL) POSITION, YOU FLY STRAIGHT AND LEVEL.



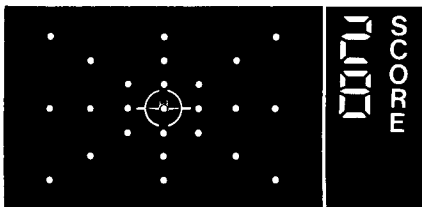
WHERE YOU ARE AND WHERE YOU'RE GOING

YOUR POINT OF VIEW IS THROUGH THE COCKPIT WINDOW.

- The numbers on the right side of the screen indicate flying altitude.
- The little space fighter (turn and bank indicator) shows when you are flying straight or turning.
- The dotted horizontal line shows the relative horizon during flight maneuvers.

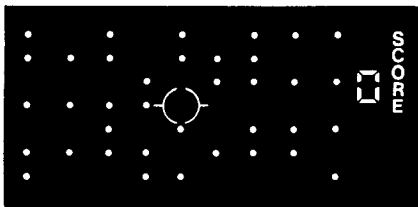


SCORING POINTS When a blue space fighter is centered in the laser sight, press FIRE . You get one point for each hit. If you fire too early, the enemy fighter is alerted, and usually takes evasive action. Use the joy stick to move targets into your laser sight.







To see your score any time during the flight, press SCORE .

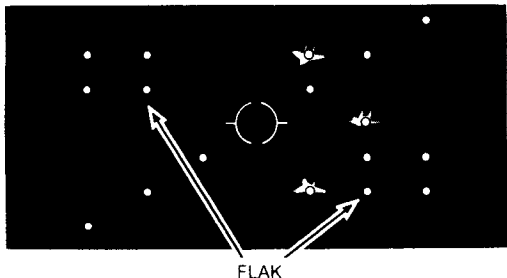
IF YOU CRASH FOR ANY REASON, YOUR SCORE IS ZERO!



ALTITUDE, FLAK AND SCORING CHANCES How high you fly affects the number of targets and amount of flak (ground fire) explosions...

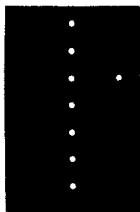
ALTITUDE		CONDITIONS
99,000 MILES		MAXIMUM ALTITUDE
75,000 — 99,000 MILES		LIGHT FLAK, FEW TARGETS
10,000 — 75,000 MILES		HEAVY FLAK, MANY TARGETS
UNDER 10,000 MILES		LIGHT FLAK, FEW TARGETS

TIP: To have the maximum number of targets, fly at "high risk" altitude levels (between 10000 and 75000 miles).



When any corner of the blast pattern is inside the laser sight, you go into a spin and your altitude drops 16000 miles. If you aren't at least that high when hit, you crash!

TIP: Make frequent turns left and right, especially at higher skill levels, to reduce the chance of being hit by flak.



THE TIME FACTOR You have enough fuel to fly four minutes. If you don't land before fuel is gone, you crash. Listen for the warning tones that count minutes since takeoff. When the 3 minute warning beeps, the fuel gauge appears as a vertical row of lights to show the final countdown until fuel runs out. If altitude is very high, you should probably start descent now.

LANDING GEAR DOWN To make a safe landing (which you must do to keep your score), press **LAND only** when your altitude is under 10,000 miles.

You don't have to do anything else now — the landing is automatic. When the space fighter stops rolling down the runway, your final score and skill level are displayed.



TO PLAY ANOTHER GAME AT THE SAME SKILL LEVEL, PRESS FIRE .

TO PLAY AT A DIFFERENT SKILL LEVEL, TURN THE GAME OFF, THEN ON AGAIN. RESET LEVEL AS DESCRIBED IN #1.

90-DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any of its electronic games (including hand-held electronic games) that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During this 90 Day Warranty Period, the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date-of-purchase, or when returned prepaid and insured, with proof of the date-of-purchase, to Mattel Electronics Repair Center, 5000 W. 147th Street, Hawthorne, California 90250.



Units returned without proof of the date-of-purchase, or units returned after the 90-Day Warranty Period has expired, will be repaired or replaced (at our option) for a service charge of *\$10.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage prepaid and insured to MATTEL ELECTRONICS REPAIR CENTER.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE MATTEL ELECTRONICS REPAIR CENTER

During the 90-Day Warranty Period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during this 90-Day Warranty Period, you choose to obtain repair or replacement service from the Mattel Electronics Repair Center, please make the following arrangements:

1. Pack the game carefully in the original game box. If the game box is not available, use a good carton with plenty of newspaper or other padding all around and tie it securely.
2. Carefully print on the box or carton the following name and address:

MATTEL ELECTRONICS REPAIR CENTER,
5000 W. 147TH STREET
HAWTHORNE, CALIFORNIA 90250.

Also don't forget to show your return address.

3. Put parcel post stamps on the package; insure the package; then mail. After the 90-Day Warranty Period and up to one year from the date of purchase, do all the above plus enclosing your check or money order for *\$10.00 as payment for the repair service.

*Service charge subject to change without notice.



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