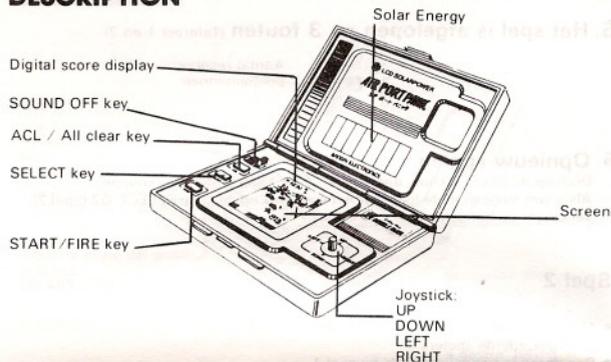


Purpose of the game:

Scene 1: At airplane embarkment. Move the police inspector to make him board the plane and avoid the bombs thrown by the highjacker.

Scene 2: In the airplane. Shoot at the highjacker and rescue the stewardess and the passengers.

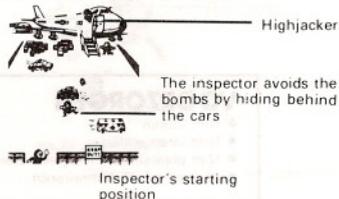
DESCRIPTION**HOW TO PLAY****Game 1**

1. Open the cover of the game, wait until the screen lights up and press the ACL key, then the SELECT key to choose G 1 (Game 1).
2. Press the START/FIRE key or the Joystick, the starting sound will be heard only if switch is on SOUND.
3. **Scene 1. In the airport at airplane embarkment.**

Move the police inspector up, down, left and right with joystick to make him board the plane and avoid the bombs thrown by the highjacker. Screen changes automatically to scene 2 (inside the airplane) when the inspector has boarded the plane 3 times.

Attention :

The inspector may board the plane only when he is on the right side of the gangway



- Penalty when the inspector is hit by a bomb thrown by the highjacker.
- 20 points each time the inspector clears a level which brings him closer to the gangway.
- The score remains unchanged when the inspector retraces his steps.

**4. Scene 2. In the airplane**

The inspector and the highjacker shoot at each other.

The inspector aims at the highjacker (FIRE/KEY), and avoids hitting the passengers standing up with Joystick



- Penalty when the inspector is attacked by the highjacker.
- 30 points when the inspector's bullet hits the highjacker.
- Minus 30 points when a bullet inadvertently hits a passenger standing up.
- 200 points bonus when the inspector shoots the highjacker 10 times and the stewardess runs toward the inspector.
- When score reaches 19990, it automatically turns back to 0

**5. Game ends after 3 penalties (Scenes 1 and 2).**

Number of inspectors' lives remaining

6. To reset the game

Press the SELECT key, then the START/FIRE key or the Joystick. If you wish to discontinue while the game is in process, press the SELECT key, G2 (Game 2) will appear on the screen.

Game 2

- Game speeds up.
- Recommended for skilled players.
- Follow rules to game 1.

SOLAR ENERGY

To play, place game:

- In the sunlight, on the edge of a windowsill
- Underneath electric light
- 60 inches from a 60 W lightbulb.
- 50 inches from a 60 W neon lamp.
- 34 inches from a 30 W lamp.

**PRECAUTIONS**

- Do not bump.
- Do not drop.
- Keep away from heat and damp.
- Do not try to take game apart.