

SPACE-N-COUNTER™

The pocket calculator that
plays three challenging space games.

OWNER'S MANUAL

GAME 1
PHASER FIGHT™

GAME 2
METEOROX™

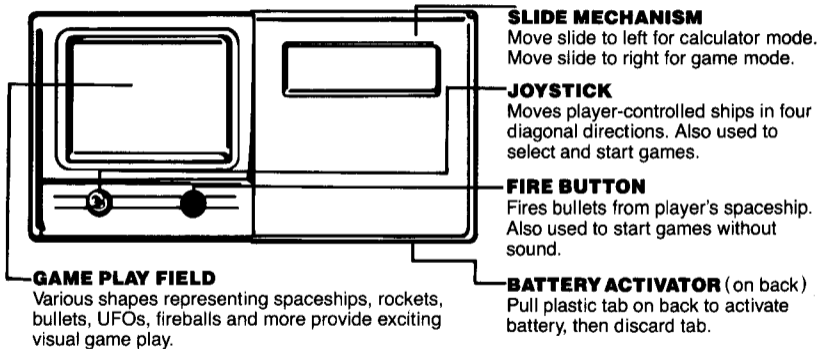
GAME 3
STAR SWEEP™

TIME

3 SPACE GAMES • FULL FUNCTION CALCULATOR
TIME • HIGH SCORE MEMORY

GCE™
ENTERTAINING NEW IDEAS™

1 CONTROLS & BUTTONS



SLIDE MECHANISM

Move slide to left for calculator mode.
Move slide to right for game mode.

JOYSTICK

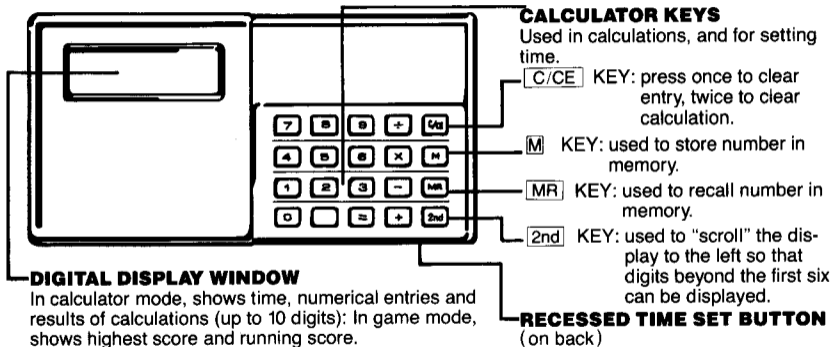
Moves player-controlled ships in four diagonal directions. Also used to select and start games.

FIRE BUTTON

Fires bullets from player's spaceship.
Also used to start games without sound.

BATTERY ACTIVATOR (on back)

Pull plastic tab on back to activate battery, then discard tab.



3 TIME

- To set time:
 1. Press RECESSED TIME SET BUTTON with any pointed object, such as a pen or pencil point.
 2. Press appropriately numbered CALCULATOR KEYS to set hours.
 3. Press appropriately numbered CALCULATOR KEYS to set minutes.
 4. Press **M** key to lock in time.
- Time will read out continuously except during calculation and game play. To resume time readout, move slide mechanism to the alternate position. In calculator mode, the time will automatically reappear after 4 to 5 minutes of no-user activity.

CALCULATOR FEATURES

Your Space-N-Counter is a full-function calculator. To use Space-N-Counter as a calculator, move the slide mechanism to the left.

Memory Feature

- To enter a number in the memory, press **M**. To recall the number in memory, press **MR**.
- When there is a number in the memory, a ship will appear in the bottom left corner of the display window.
- Memory will be cleared automatically if calculator is not used for 4-5 minutes. It will also be cleared by returning to the time or changing to game mode.

- If a new number is entered in the memory, the new number will replace the previous number.

Arithmetic Calculations

- To perform a calculation, enter the first number desired. Press the $+$, $-$, \times , or \div key for the appropriate function. Enter the second number. Keep entering functions and numbers alternately until all numbers are entered. Press the $=$ key and your answer will appear. If the answer is negative, a minus sign will appear at the left.

Example: $(4 + 3) \times 6 = ?$

Press	Display
4	4
$+$	4
3	3
\times	7
6	6
$=$	42

Answer: 42

- Your Space-N-Counter will perform calculations in the order they are entered. If you have an intermediate calculation, perform it first and enter it in the memory.

Example: $4 + (3 \times 6) = ?$

Press	Display
3	3
×	3
6	6
=	18
M	18
C/CE	0
4	4
+	4
MR	18
=	22

Answer: 22

Answers More Than 6 Digits

- Your Space-N-Counter can display answers up to 10 digits long. If the number to be displayed is greater than 999,999 press **2nd** and the remaining digits will appear.

Example: $514,268 \times 9 = ?$

Press	Display
5 1 4 2 6 8	514268
×	514268
9	9
=	462841
2nd	2

Answer: 4,628,412

- If the answer is more than ten digits, a letter “E” is displayed and the **C/CE** key must be pressed before resuming calculations. If answer is negative, the maximum number of digits that can be displayed is nine.

Clearing Entries

- A mistaken entry can be cleared by pressing the **C/CE** key *once*. Press this key *twice* to clear the entire calculation.

Error Message

- If an impossible operation is entered (e.g. dividing any number by zero), the letter “E”

will be displayed and the **C/CE** key must be pressed before resuming calculations. An “E” will also appear if the answer is longer than ten digits.

7 SELECTING & STARTING GAMES

- The JOYSTICK is used to select all games and start all games *with* sounds. Once in game mode, moving the JOYSTICK to the up-right position (↗) selects Game 1, down-right position (↘) chooses Game 2, and down-left (↙) gives you Game 3.
- To play without sounds, press the FIRE BUTTON at the same time you move the JOYSTICK in the appropriate direction.
- When a game ends, the score will be displayed until the JOYSTICK is moved to begin another game or 4–5 minutes have passed (unit then displays the time).

HIGH SCORE MEMORY

- The computer's memory retains the highest score achieved on each of the 3 games. When any game is started, the previous high score is displayed while the JOYSTICK is pushed. The High Score Memory will be erased when the RECESSED TIME SET BUTTON is pressed or the batteries are removed. High scores are only retained if a game is completed.

SCORING ROLLOVERS

- If a score above 99,999 is reached, the score display will rollover and begin again at 0. High Score Memory will retain the number showing at the end of the game.

BATTERY REPLACEMENT

- Space-N-Counter operates on two 1.5 volt watch-type batteries, designed to give many months of use. If product does not seem to work properly, batteries probably need replacement. We recommend silver oxide batteries (e.g. Eveready #357), to ensure maximum battery life. Alkaline batteries (e.g. Eveready #A76) which are less expensive, will also work, but the display will not be as bright. To change batteries, simply remove battery compartment cover with a screwdriver, insert new batteries as shown on the diagram on the back of the case, and then snap on the compartment cover.

9 HELPFUL HINTS

- The large plastic BATTERY ACTIVATOR tab included with the product should be *discarded* after it is pulled. The *only* function of this tab is to deactivate the battery from the time the product is manufactured until it is used by the consumer. There is no reason to deactivate the battery again once the product is in use because the batteries will last for several months while the product is in continuous use.
 - If Space-N-Counter does not start operating when BATTERY ACTIVATOR tab is removed, or does not seem to be working properly, press the RECESSED TIME SET BUTTON. The entire display should flash on and off.
- You should then set the proper time using the CALCULATOR KEYS and **M** BUTTON.
- Getting practice with with the JOYSTICK will improve your scores. The JOYSTICK can be operated easily with the tip of one finger. Be sure to return it to the center position after each move.

Object: To fly your spaceship through a series of defenses and destroy the enemy base.

Game Play: When Game 1 is selected, your spaceship will appear and the landscape below your ship will begin moving to the left. Use the JOYSTICK to move your ship in any of four directions, up-right (↗), down-right (↘), down-left (↙), and up-left (↖). The ship moves one space each time the JOYSTICK is pushed. The JOYSTICK must then be recentered before moving the ship again. While controlling your ship to avoid the landscape, press the FIRE BUTTON to shoot bullets at the rockets now appearing. If you

survive the rockets, you will move on to the treacherous UFOs and must again try to destroy them. If you are still alive, the fireballs appear, but they cannot be destroyed. You can only hope to avoid them in an effort to get to the enemy base. Once at the base, you must destroy all 4 segments without a collision. If you collide with any hazard along your route, the action will stop and you will return to the beginning of that segment of the landscape. If, however, you exit safely after destroying the entire base, a victory sign will appear and a new, faster landscape will begin. The game is over after 4 collisions. Each time you destroy a base, you are awarded another ship.

Scoring: Nine points are awarded for each rocket or UFO destroyed. 500 points are awarded for destroying all segments of the enemy base and exiting the field safely. For each 1000 points scored, you receive an extra ship.

Object: To maneuver your ship through a storm of fast-moving rocks and meteors and destroy the rocks while avoiding the meteors.

Game Play: When Game 2 is selected, your ship will appear. You can maneuver the ship up by pushing the JOYSTICK up-right (↗) or up-left (↖), or down by moving the JOYSTICK down-right (↘) or down-left (↙). Rocks will begin to appear at the right and move toward you. You must either destroy them by firing bullets with the FIRE BUTTON or avoid their path. Fast moving meteors will also appear, but they cannot be destroyed by bullets; you can only hope to avoid them. Each time you destroy 8 rocks, the speed

increases. The game ends after 4 ships are destroyed by collision.

Scoring: 25 points are awarded for each rock destroyed. For each 1000 points scored, you receive an extra ship.

Object: To maneuver your ship through a hazardous minefield, avoiding collisions and destroying mines and minelayers.

Game Play: When Game 3 is selected, your ship will appear and the minelayer will begin seeding the field with deadly mines. Your ship will always be moving forward, but in an attempt to destroy the mines and minelayer, you can change your movement up-right (↗) or down-right (↘) with the JOYSTICK. You can also determine which of 2 speeds your ship will be travelling. Moving the JOYSTICK in the same direction you are moving speeds your ship up. Slow an up-right motion by moving the JOYSTICK down-left (↙).

Slow a down-right motion by moving the JOYSTICK up-left (↖). Remember to re-center the JOYSTICK after each movement. Additionally, your ship will 'wraparound' to the left side of the screen after leaving on the right and will automatically 'bounce' to the opposite forward direction if it hits the top or bottom of the screen. To destroy a mine or minelayer, press the FIRE BUTTON, releasing a bullet which will move four spaces. If the bullet has not gone four spaces when it hits the right side of the screen, it will wraparound to the left side and travel the remaining spaces. If your ship collides with a mine or minelayer, your ship will be destroyed. The game ends

after 4 ships are destroyed.

Scoring: 25 points are awarded for each mine destroyed and 100 points for each minelayer. For each 1000 points scored, you receive an extra ship.

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General Consumer Electronics, Inc. warrants to the original purchaser of this product that the product will be free of defects in material or workmanship for 90 days from date of purchase. During this warranty period, the product will be repaired or replaced with a new or reconditioned unit, at our option, without charge.

The original purchaser must return the product to the dealer with proof of the date of purchase or mail it, properly packaged, prepaid and insured to:

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If you return the product without proof of the date of purchase, or after the 90 day warranty period has expired, it will be repaired or replaced with a new or reconditioned unit, at our option, for a \$10.00 service charge. Please include a check or money order in the full amount along with your name, address, city, state and zip code. This non-warranty service will only be available within one year from the date of purchase.

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98711-072
Printed in Hong Kong