TARGETS

The targets appear in the following order:

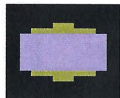|	
Lightbulb	Bee
Dragon	Magic Lamp
Firecracker	Pipe
Lamp	Ring

MIRRORS

Mirrors appear between your gun and the targets.
- Hitting the top and bottom edges momentarily stops it from moving.
- Hitting it on the side (as it spins) reflects your shot back at you (and drops your height down).
- Hitting the center while it's facing you breaks it and earns you points (same value as the targets). Any mirrors that are knocked out are replaced at the start of each round.

Using your laser gun, shoot down as many targets in as little time as possible!

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Games of the Century

Lasercade

Lasercade

THE SET UP

Set up your video computer system controller as instructed in your owner's manual. Turn the power OFF and insert the *Lasercade* game cartridge.

TO BEGIN

Turn the power on. Press the Game Reset switch or the red joystick button to start the game. The Game Select switch is unused as this is a one-player game and there are no variations

The **Left** Difficulty switch determines the number of mirrors per round:
**B** – 3 mirrors per round
A – 3 to 9 mirrors per round

THE OBJECTIVE

Collect as many points as you can by clearing all of the targets at the back of the gallery within the given time limit. The targets are cleared by hitting them with a laser from your laser gun. Each time you clear the gallery you are offered a new set of targets and the clock begins again. You begin with four targets and an additional smaller one is added for every two rounds that you clear (maximum of eight). Each time you clear all of the targets, you're given an additional target as a bonus. However, between your laser gun and the targets are three mirrors which will deflect your laser if you hit them. The game ends when you fail to destroy all of the targets within the given time period.

SCREEN DISPLAY

During the game, the timer appears at the top of the screen directly above your score. Below the score is the target gallery and below that is the mirror gallery. The laser gun appears at the bottom of the screen. Laser beams fired from the gun will automatically aim towards the target gallery, although it must first pass through the mirror gallery.
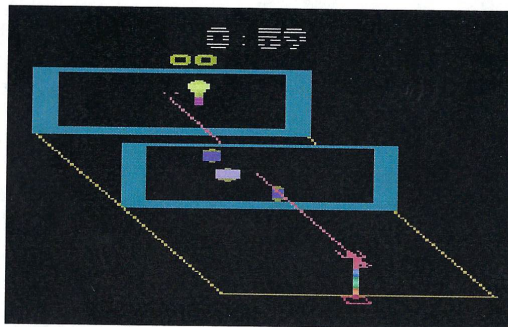
THE CONTROLS

The joystick plugged into the left controller port is used to control the laser gun. Press the stick to the left or right to move the laser gun left or right. Movie the stick forward to raise the laser gun and move it backward to lower the laser gun. Press the red controller button to fire a laser beam towards the targets. The game will pause between rounds. Press the red fire button to continue play.
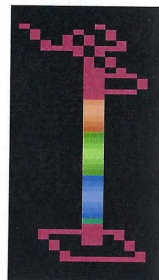
Laser Gun

ROUNDS

Your score is determined by which round you are on. As your rounds increase, the number of targets you must clear gets higher as do the score you receive when you hit them. However, the amount of time you have in each round decreases as you advance into the game. In addition, the speed of the targets and mirrors increase. The following diagram displays the number of objects, points, time, and speed within each round.

ROUND	OBJECTS	POINTS	TIME	SPEED
1	4	20	1:00	slow
2	4	25	:55	slow
3	5	30	:50	slow
4	5	35	:45	slow
5	6	40	:40	slow
6	6	45	:35	slow
7	7	50	:35	slow
8	7	55	:30	slow
9	8	60	:30	slow
10	8	65	:25	slow
11	8	70	:25	slow
12	8	75	:25	slow
13	8	80	:30	fast
14	8	85	:25	fast
15	8	90	:20	fast
16	8	95	:20	fast

A "mega bonus" awaits you If you survive to the 18th round!

TIME BONUS

If you clear all of the targets before the time runs out, the remaining time will convert to points. Each remaining second will be worth the same number of points as the targets are worth within the round. For example, during the first round when the targets are worth 20 points each, each remaining second will also be worth 20 points.