COLOUR VIDEO GAME   "AMBUSH"
****

FEATURES

1. THE EXCITEMENTS OF ITS TAKE-OFF AND LANDING MANIPULATION
2. 2 SPEAKERS INTERNALLY EQUIPPED WITH STEREO SOUND
3. SCREEN COUPLED WITH RADAR TO ALERT THE PLAYER
4. SCREEN SLIGHTLY SLANTING BACKWARD IN UPRIGHT POSITION FOR PLAYER'S CONVENIENCE

HOW TO PLAY   (6 STAGES)

1. TAKE-OFF
   PLAYER IS TO PUSH THE SPACECRAFT'S SPEED BUTTON ON TOP OF LEVER TO ROLLING,
   SWINGING HER LEFT AND RIGHT ON THE RUNWAY FREELY TO INCREASE ITS SPEED BUT SLOWLY
   AND CAREFULLY NOT TO HIT THE RUNWAY

   AT 300 MILES/HR (SPEED DIGITALLY SHOWN ON THE SCREEN), SPACECRAFT TAKES OFF AFTER
   PLAYER PULLS TOWARD TO HIMSELF THE CONTROL LEVER.

2. BATTLE
   PLAYER TO BATTLE FOR 2 MINUTES DESTROYING THE SPIN(GRREN COURED) BY MISSILES,
   EVADING METEORITES AT THE SAME TIME ALTHOUGH THEY CAN BE DESTROYED.

   NOTE THAT OTHER ENEMIES NEED NOT BE ATTACKED TO PROCEED ON THE NEXT SCENE.

3/4. ENCOUNTER WITH UFO
   PLAYER ENCOUNTER UFO IN 2 STAGES WITH LIMITED FUEL, WHICH IS INDICATED ON TOP
   OF LEFT SIDE SCREEN. FIRST, BATTLE WITH SINGLE UFO BY SHOOTING MISSILES(3).
   AFTERWARDS, WITH UFO IN FORMATION(4).

   SCREEN CLEARED WHEN ALL ARE DESTROYED.

5. COMBAT WITH POWERFUL WARSHIPS
   PLAYER TO AVOID UNDESTRUCTIBLE METEORITES AND TO DESTROY THE 3 GALACTIC WARSHIPS.
   PLAYER HAS TO CONTINUOUSLY PUSH THE SPEED BUTTON TO DESTROY THEM AS THEY CAN GO
   THROUGH METEORITES AT VERY HIGH SPEED WHERE MISSILES CANNOT CATCH THEM UP.

6. FINAL STAGE - LANDING
   PLAYER TO SELECT 1 OUT OF 3 RUNWAYS TO LAND THE SPACECRAFT AT THE SPEED OF NOT
   LESS THAN 250 MILES/HR BUT NOT MORE THAN 350 MILES/HR.

   NOTE THAT SPACECRAFT TO CRASH AT THE SPEED BELOW 250 MILES/HR.

GRADE OF PLAYER ON LANDING

      ON 8000 FEET RUNWAY   RECRUIT LEVEL

      ON 4000 FEET RUNWAY   COMMANDER LEVEL

      ON 2000 FEET RUNWAY   OFFICER LEVEL

Ambush ?

36p CONNECTOR TERMINAL DIAGRAM

	A 1 B	
+5v	1	GND
+5v	2	GND
COIN +12v	3	COIN +12v
ACCELERATOR 1 PLAY	4	DOWN 1 PLAY
"SHOOT" 1PLAY	5	UP 1 PLAY
ACCELERATOR 2 PLAY	6	RIGHT 1 PLAY
"SHOOT" 2 PLAY	7	LEFT 1 PLAY
2 PLAY BUTTON	8	"UP" 2 PLAY
1 PLAY BUTTON	9	"DOWN" 2 PLAY
TWO COINS	10	"LEFT" 2 PLAY
ONE COIN	11	"RIGHT" 2 PLAY
BLUE/MONITOR	12	COUNTER
RED/MONITOR	13	COUNTER
GREEN/MONITOR	14	COUNTER
SYNC/MONITOR	15	SPEAKER/RIGHT
SOUND +12v	16	SPEAKER/LEFT
SOUND GND	17	+5v
GND MONITOR	18	+5v

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SURFACE SIDE   BACK SIDE

(COMPONENTS SIDE)   (SOLDERING SIDE)

DIP SWITCH

SW 1-2   NUMBER OF SHIPS: SW 3-5   COINS-PLAYS

1	2		3	4	5	
OFF	OFF	6 SHIPS	ON	ON	ON	1 COIN 1 PLAY
ON	OFF	5 SHIPS	ON	ON	OFF	1 COIN 2 PLAYS
OFF	ON	4 SHIPS	ON	OFF	ON	1 COIN 3 PLAYS
ON	ON	3 SHIPS	ON	OFF	OFF	1 COIN 4 PLAYS
			OFF	ON	ON	2 COINS 1 PLAY
			OFF	ON	OFF	2 COINS 3 PLAYS
			OFF	OFF	ON	2 COINS 5 PLAYS
			OFF	OFF	OFF	FREE PLAY

SW6   EASY(ON)-DIFFICULT(OFF) PRELIMINARY

SW7   POINTS EXTRA SHIP 120,000 (ON)

SW7   POINTS EXTRA SHIP 80,000 (OFF)

SW8   TABLE (ON)

Ambush

Bestückungsseite	Pin	Lötseite
	1	
	2	
	3	
Synchron	4	
TV Grün	5	
TV Rot	6	
TV Blau	7	
Münze Ein	8	
	9	
1 P Start	10	
2 P Start	11	
	12	1 P rechts
	13	1 P Links
	14	
	15	
	16	
	17	
	18	
	19	
	20	
+ 5 V	21	GND
+ 5 V	22	GND
	23	
	24	
	25	
	26	
	27	
	28	

Bestückungsseite   Lötseite