

MATTEL ELECTRONICS®
Intellivision® Intelligent Television

LASER SHARKS™

CARTRIDGE INSTRUCTIONS
(FOR 1 PLAYER)

FOR COLOR TV VIEWING ONLY



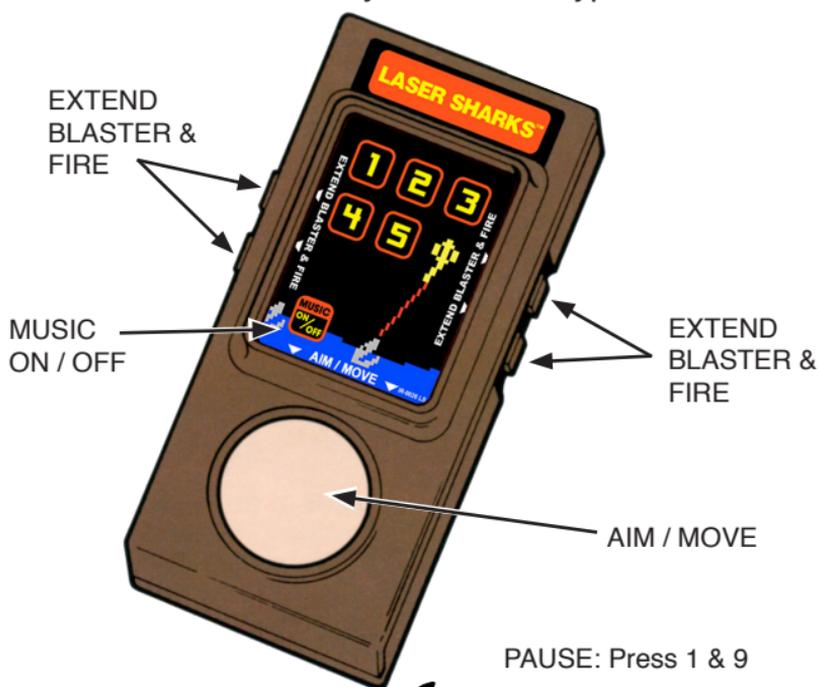
You must defend your fleet of space ships with your laser blasters. The oceans on Austin IV are infested with dangerous sea creatures unlike anything you've encountered thus far – sharks with lasers attached to their heads!

Non-stop action that does not slow down after each wave.

How long can your fleet last before they are overcome?

GET READY

Slide the LASER SHARKS overlays into the Hand Controller frames so they cover the keypads.

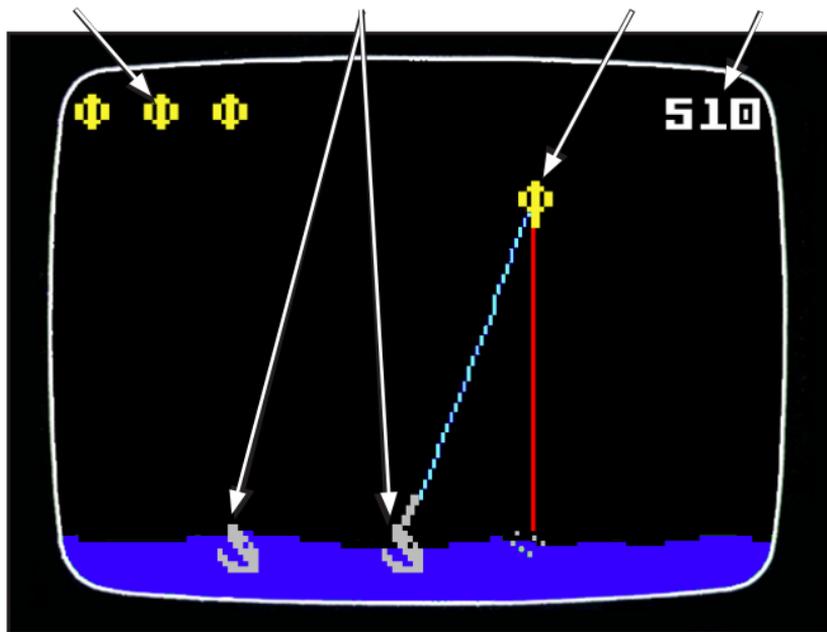


RESERVE SHIPS

LASER SHARKS

YOUR SHIP

SCORE



HOW TO PLAY

Use the Disc to pilot your spaceship and avoid enemy fire, then take aim and blast the sharks before their lasers lock onto you. Keep moving and shoot as fast as you can!

Don't give up if your ship gets hit! You can control its descent and land on the sharks and destroy one, and gain points by doing so.

When your ship has been destroyed, it is replaced by one of the reserve ships in your fleet. When all ships are gone, the game is over.

You earn 10 points initially for each shark you destroy. Each wave of attackers multiplies the point value by the wave number, up to a maximum of 90 points.

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Programmed by Robotnik7. Manual by Mark Thompson. Special thanks to CrossBow, Jonathan Hershberger, Jordan Hershberger, Luke Mattsson Boze, Reinhold Traunmueller, Christian Martin, Brad Dillon, David Jolly, Eddie Cingoranelli, Steve Orth, Don Switzer, Phil Pettis, Phil Boland, Harvey DeKleine and Oliver Puschatzki.

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