Sears

TELE-GAMES®

CANYON BOMBER

GAME INSTRUCTIONS



8 GAMES

FOR 1 or 2 PLAYERS

SEARS, ROEBUCK AND CO.

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You've already punched up your Video World with the first exciting Tele-Games® Cartridges from Sears.

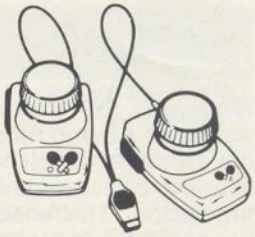
Here's some brand new knockouts!

THEY'RE HERE! Fantastic new Tele-Games® Cartridges from Sears. Your Video Arcade™ library can be bigger and better than ever. These Tele-Games® Cartridges include sports you're already familiar with, as well as games you've never seen or heard of before. And they're all terrific, interesting, entertaining, and brand new!

Check out the entire collection of Tele-Games® Cartridges at your nearest Sears, Roebuck and Co. store.

- **CANYON BOMBER:** Go ahead, destroy the canyon, that's what it's there for. When you're thru with that blow up all the ships in the water. Nothing but action. Six variations of Canyon Bomber; two versions of Sea Bomber. Both for one and two players.
- **BOWLING:** How's your hook? Automatic computer scoring and plenty of challenge comes with this cartridge. You control the bowler and ball. For one and two players, six variations.
- **POKER PLUS:** See who the card shark is in your family! For one to four players. Black Jack, Stud Poker, Poker Solitaire. Pit yourself against the Computer Dealer. And best of luck, you'll need it.
- **ARCADE GOLF:** Can you play par golf? Nine different and unique holes, each one with a moving obstacle to make life miserable, but interesting. Great fun for one or two players.
- **CANNON MAN:** Careful now, the man in the cannon is counting on you. Shoot him out of the cannon and into the water tower and you're a winner. Miss the water tower and, well, you'll see. Eight game variations for one and two players.
- **DARE DIVER:** Geronimo! Pull the rip cord and guide your man to the landing pad. The longer you wait to release the parachute, the more points you score. But don't wait too long! Five games for two players.
- **SLOTS:** You start with a bank of 25 coins. But you're on your own from there. It's up to you to win a fortune or go for broke. Eight games for one and two players.
- **FOOTBALL:** Big league action. Run, pass, punt, even set the formations. Strategy pays off and so does quick thinking. Three games for two players.

Use your Standard Paddle Controllers with this Tele-Games® Cartridge. Plug the controllers into the left side of the console. Be sure to plug the controller cable firmly into the Video Arcade™ jack. See page 4 of your owners manual for further details.



Note: The console unit should be **OFF** when inserting or removing a game cartridge. This will protect the electronic components and prolong the life of your Video Arcade.

USING THE CONTROLLER

For Canyon Bomber games, press the red button on the Paddle Controller to drop your bombs from the plane into the canyon. The knob on the controller is inoperable during Canyon Bomber games.

For Sea Bomber games, turn the knob on the controller to move the dashed level indicator up and down the playfield. This sets the level at which the bomb explodes. Press the red button on the controller to release the bomb.

TO BEGIN PLAY

To choose the game you wish to play, depress the **GAME SELECT** switch. The number for each game is displayed in the upper left corner of the screen.

To start a game, depress the game **RESET** switch.

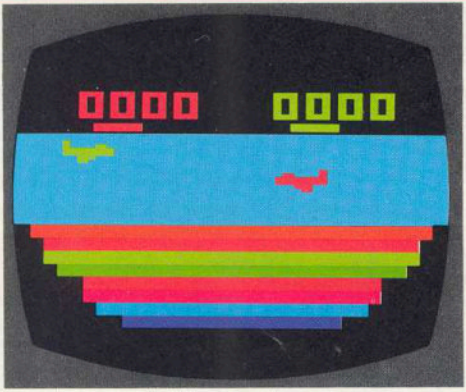
HANDICAP (Skill Switch)

When your Skill Switch is in the EXPERT position you must wait until a bomb runs its course before firing again. Slide the switch to the NOVICE position and suddenly you are allowed to recover and refire your bomb by pressing the red fire button. This enables you to reshoot a bad shot, or to fire at a different target, if the original target is hit by your opponent.

There is no limit to the number of times you can recover and refire a bomb while your plane is making one run across the screen (canyon).

Also in the NOVICE position the computer plays on a more skillful level and therefore is more difficult to beat. Use the left skill switch for one-player games.

CANYON BOMBER SCORING



Canyon Bomber Playfield

In one-player Canyon Bomber games you compete against the computer for a higher score. A miss is recorded each time you fail to hit a target in the canyon. A miss is also recorded if your plane travels across the canyon without dropping a bomb.

There are eight bars of bricks which extend across the canyon. Each brick in the first two bars is worth one point each. The bricks in the third and fourth bars are worth two points each. In the fifth and sixth bars the bricks are worth three points each, and the bricks in the last or bottom two bars are worth four points each.

In one-player games, play continues until:

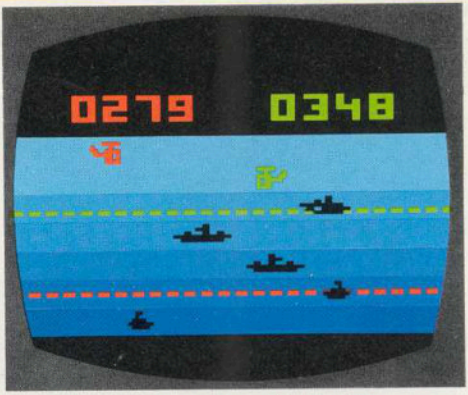
- Six misses are recorded against you, or—
- You or the computer score 1000 points in a game with unlimited bombs.

In two-player Canyon Bomber games, play continues until:

- Both players miss six times in games with limited bombs.
- One player scores 1000 points in games with unlimited bombs.

If all of the bricks in the canyon are eliminated, a new canyon appears on the screen and play continues.

SEA BOMBER SCORING



Sea Bomber Playfield

In both Sea Bomber games play ends when you, another player, or the computer score 1000 points. There are five levels at which you score points when blowing up ships. The lower the ship on the screen, the more points you score. Point values for the five levels are 20, 30, 40, 50, and 60 points.

IN ALL GAMES IN THIS CARTRIDGE, THE OBJECT IS TO SCORE 1000 POINTS, OR TO HAVE THE HIGHEST SCORE WHEN THE GAME ENDS, (after six misses are recorded).

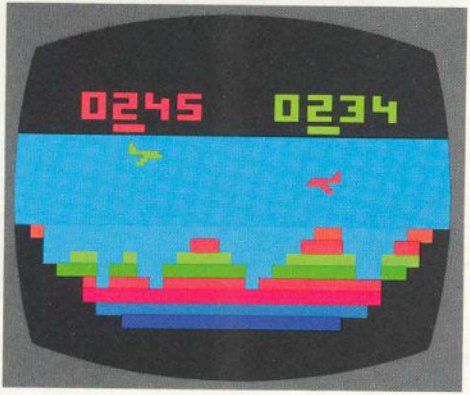
GAME DESCRIPTIONS

GAME 1 Canyon Bomber (One-Player)

Test your skill against the computer. It's not an easy task. You've got six misses in which to match wits with the computer for a higher score. Each time the bricks in the canyon are hit, the remaining bricks "fall" to a lower level (rather than remaining stationary in their original position). Bricks that fall to a lower level are worth the points designated for that level.

Keep an eye on the solid bar beneath your score on the upper right side of the screen. It is a "miss indicator" and gradually decreases in length each time you miss until six misses are recorded and the game ends. The bar is also color-coordinated with your planes and your score.

Set your sights for 1000 points. Although the game will not end if you reach the 1000 point mark, it's an excellent goal to set for yourself since it will be very difficult to obtain.



GAME 2 Canyon Bomber (Two-Player)

This game differs from Game 1 only in that you are competing against another player rather than the computer.

Play ends when six misses are recorded against both players. The player with the highest score wins. Don't forget to keep an eye on your opponent's "miss indicator" as well as your own. Bombs away!

GAME 3 Canyon Bomber (One-Player)

This one's the same as Game 1 with one exception. Rather than falling to a lower level, the bricks in the canyon stay "suspended" in their original position when the surrounding bricks are hit.

GAME 4 Canyon Bomber (Two-Player)

You compete with another player the same as in Game 2. This time however, the bricks remain suspended instead of falling to a lower level.

GAME 5 Canyon Bomber (Two-Player)

Get set for a test of your endurance and concentration. The first player to score 1000 points wins. No time limit and no limit to the number of bombs or misses. Falling, rather than suspended bricks are programmed into this game.

No "miss indicator" will appear on the screen in games with unlimited bombs.

GAME 6 Canyon Bomber (Two-Player)

This game program is identical to Game 5, except that the bricks stay suspended.

GAME 7 Sea Bomber (One-Player)

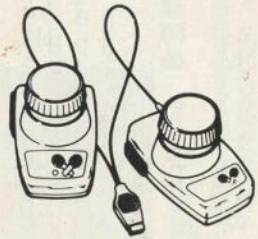
You're playing against the computer. Dial the level, release the bomb, and boom, you're ready for action. Sounds easy, but the computer's a real steady competitor. If you score 1000 points before the computer does, you're a winner!

GAME 8 Sea Bomber (Two-Player)

This time you're competing against another player in a race to the 1000 point mark.

CANYON BOMBER

Use your Standard Paddle Controllers with this Tele-Games® Cartridge. Hold the controller with the red button to your upper left, towards the television screen. Be sure the controllers are firmly connected to your Video Arcade™.



Game Number	1	2	3	4	5	6	7	8
Number of Players	1	2	1	2	2	2	1	2
Falling Bricks								
Suspended Bricks								
Limited Bombs (6 misses)								
Unlimited Bombs								

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