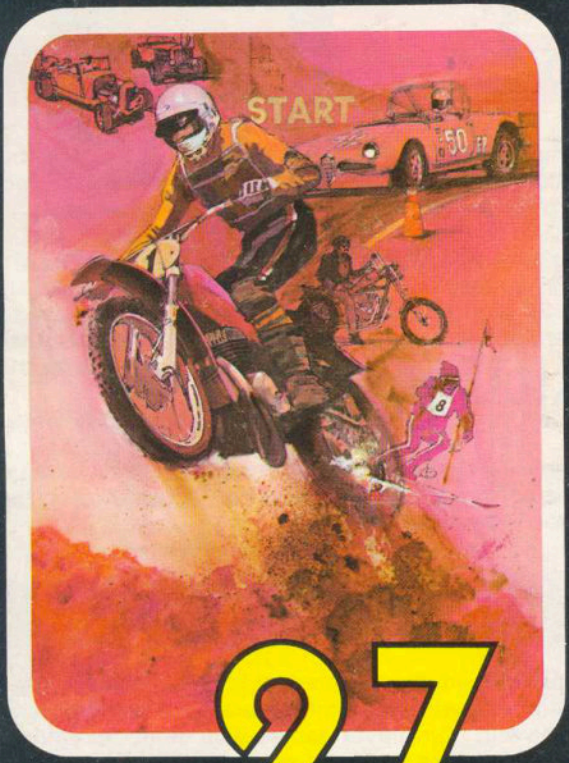
Sears

TELEGAMES T.M.

SPEEDWAY II

GAME INSTRUCTIONS



27

GAMES

FOR 1 TO 4 PLAYERS

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Use your Y-connected paddle Controllers with this game program. Be sure to plug the Controller cable firmly into the jacks on the rear of your **Video Arcade**T.M. See page 4 of your Owner's manual for details. You will need another set of Y-connected Controllers for three or four players to play Speedway II. During one or two-player games, plug the Y-connected Controller into the LEFT side of the Console.



CONTROLLER ACTION

In all the racing games, use the knob on the top of the Controller to steer the vehicle on the playfield. The red button on the side of the Controller is your vehicle's accelerator in Road Race, Slalom, Scoop Ball™ and Number Cruncher™. Use the red Button as a forward thrust in Rollerball and to fire bullets in Kamikaze.

SKILL OPTIONS

Slide the Skill Switch from "Novice" to "Expert" and you lose one point for each collision that occurs during the game you are playing.

SCORING

In one-player games you race against the clock as you try to make points within 2 minutes and 16 seconds. During two, three and four player games, you compete against opponents to score the most points within 2 minutes and 16 seconds. Your score will flash on and off the screen during the final 16 seconds of game time.

ROAD RACE

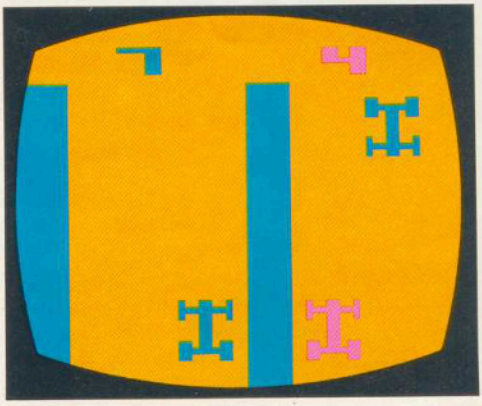


FIG. 1 - Road Race Playfield, for 2-player

Avoid collisions and score points! One, 2, 3 or 4 players each control one car on the track playfield. In one and two-player games, each player uses a separate vertical track. In three and four-player games, two players share one track and score as a team.

Each player tests his skill against computer cars. Use the knob on the Controller to steer your car around the oncoming cars heading straight for you! Press the red Controller button to make your car accelerate on the track.

Score one point for every car you pass. Your car is color coordinated with your score that appears at the top of the playfield.

Each game is completed after 2 minutes and 16 seconds or when a player or team scores 99 points. Your score will flash on and off the scoreboard during the final 16 seconds of game time.

You'll hear the hum of the motors, CRASHES, and BEEPS when you score.

Game 1 - Road Race I

One player steers the right car on a moving vertical track avoiding collision with one computer car at a time. The left car is your computer opponent.

Game 2 - Road Race II

Two players each steer a car on separate moving tracks avoiding collision with computer cars that appear on the track one at a time.

Game 3 - Road Race III

Each of the three players controls one car and avoid collisions with computer cars that appear on the track one at a time. Two players share the right track and compete as a team against one player on the left track.

Game 4 - Road Race IV

Four players compete to avoid collisions with cars that appear one at a time. Two players are on each driving team and share one track.

Game 5 - Double Road Race II

Two players each steer a car down separate tracks while steering around computer cars that appear two at a time.

Game 6 - Double Road Race IV

Four players compete to avoid collisions. Two computer cars head down the track at one time. There are two players on each driving team that shares one track.

SLALOM

Put on your skis and get ready for the treacherous slopes. One, 2, 3, or 4 players each control one skier. In one and two-player games, each player skis on his own private ski run. In three and four-player games, two players team up to ski one run.

Use the knob on the Controller to steer your skis through gates. Press the red Controller button when you want to increase the speed down the run.

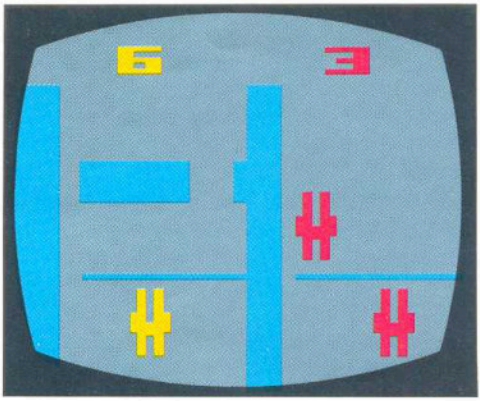


FIG. 2 · Slalom Playfield, for 3-players

Score one point for every gate you pass. Put the Skill Switch on "Novice", and when you crash, you lose time, not points.

NOTE: Slide the Skill Switch to "Expert" and you lose one point upon collision. The gates are also 3/4 size.

Your skis are color coordinated with the score that appears at the top of the playfield. A game of Slalom is completed when one player scores 99 points or after 2 minutes and 16 seconds. The scores will flash on and off during the last 16 game seconds.

You'll hear the SWISH and the BEEPS when you pass through a gate and score one point. You'll hear CRASHES too.

Game 7 · Slalom I

One player skis down the right slope and passes through gates that appear one at a time on the ski run. The left skier is your computer opponent.

Game 8 - Slalom II

Two players each have separate but identical runs. Gates appear one at a time.

Game 9 - Slalom III

The ski gates appear one at a time for three players who compete for points. Two player team up to share the right ski run and compete against a lone player on the left run.

Game 10 - Slalom IV

Four players race down the slope and through the gates to make points. Gates appear on ski run one at a time. Two players are on each ski team and share a run.

Game 11 - Double Slalom II

Two players compete for points by passing through gates that appear two at a time on the ski run.

Game 12 - Double Slalom IV

Four players compete for points by passing through gates that appear two at a time on the ski run. Two players are on each ski team and share a run.

ROLLERBALL

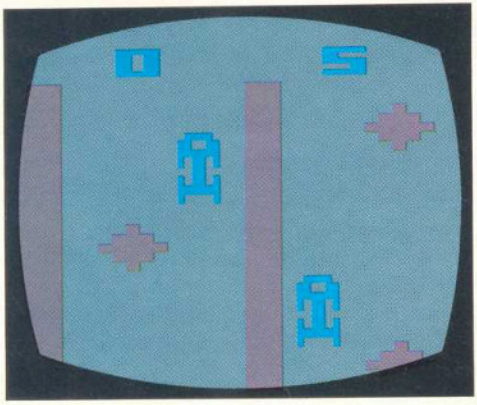


FIG. 3 - Rollerball Playfield, for 1 or 2-player

Sharpen your driving reflexes and make points when you avoid oncoming obstacles. One or two players each control one car. In these one and two-player games, each player has a private vertical straightaway track.

Use the Controller knob to steer your car. Press the red Controller button to accelerate the car to the top of the track and score one point. Press the red Controller button when you want to accelerate the car; release the button and the car gradually falls backwards to the bottom of the track.

Your object is to move the car from the bottom of the track to the top while dodging oncoming obstacles. Score one point each time you complete the straightaway. Your car automatically returns to the bottom starting line when you complete the track.

The score at the top of the playfield is color coordinated with your car. A game is complete when one player scores 99 points or after 2 minutes and 16 seconds. The scores will flash on and off during the last 16 seconds of the game.

You'll hear the motors hum, cars CRASH, and scores "BEEP."

Game 13 - Rollerball I

One player races the right car against the clock and tries to complete the track as many times as possible within 2 minutes and 16 seconds. The left car is your computer opponent.

Game 14 - Rollerball II

Two opposing players compete for points on separate vertical tracks while oncoming obstacles appear on the track one at a time.

Game 15 - Double Rollerball I

One player races against the clock and tries to complete the track as many times as possible. Oncoming obstacles appear on the track two at a time.

Game 16 - Double Rollerball II

Two opposing players compete for points on separate vertical tracks while oncoming obstacles appear on the track two at a time.

KAMIKAZE

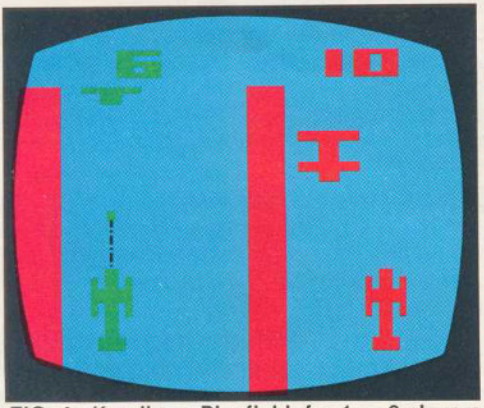


FIG. 4 - Kamikaze Playfield, for 1 or 2-players

You're a fighter pilot in this game. One or two players each control one fighter plane equipped with machine guns. In these games, each player has a separate air space.

Use the Controller knob to steer your plane through the sky. Press the red Controller button when you want to fire a shot. Destroy enemy aircraft approaching you from the opposite direction before they crash into you.

Score one point for each enemy plane you destroy. When the Skill Switch is on "Novice," you lose only time, not points, when an enemy plane collides with you. Your plane is color coordinated with your score at the top of the playfield.

A game is completed when one pilot scores 99 points or after 2 minutes and 16 seconds. The scores will flash on and off during the final 16 seconds of game time.

You'll hear the bullets fire, crashes and the hum of the engines.

Game 17 - Kamikaze I

One player guides the right plane through the skies and attempts to shoot down enemy aircraft that appear one at a time. The left plane is your computer opponent.

Game 18 - Kamikaze II

Two Players each steer a plane in a private sky. Oncoming enemy planes appear one at a time.

Game 19 - Double Kamikaze I

One player steers the plane through the sky as enemy planes appear two at a time.

Game 20 - Double Kamikaze II

Two players each steer a plane as enemy planes appear in the sky two at a time.

NUMBER CRUNCHER

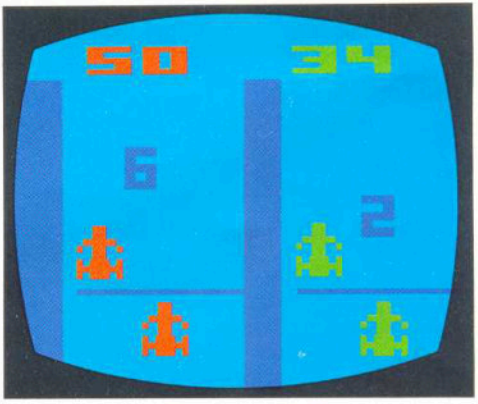


FIG. 5 - Number Cruncher Playfield, for 4-players

Got an appetite for Numbers? One, two, three and four players each control one Motorcycle that CRUNCHES numbers on the track.

In one and two-player games, each player drives up a private vertical track. In three and four-player games, two players team up to make up a motorcycle team and share the right track. Two players use one track in four-player

Use the Controller knob to steer your chopper. Press the red Controller button when you want to accelerate the speed.

Your object is to run over the numbers on the track (2,4,6). You score the face value of each number you crunch. For example, score six points when you CRUNCH a number 6. Be sure to directly run over the numbers with the nose of your chopper. Sloppy aims can result in number collisions instead of number points.

Your motorcycle is color coordinated with the score at the top of the track. Number Cruncher games are completed when a player scores 99 points or after 2 minutes and 16 seconds. During the final 16 game seconds, your score will flash on and off the scoreboard.

You'll hear the whine of the chopper engines and the CRUNCH and CRASH of the numbers.

Game 21 - Number Cruncher I

One player steers the right motorcycle to CRUNCH numbers that appear on the track two at a time. The left motorcycle is your computer opponent.

Game 22 - Number Cruncher II

Two players rumble down the tracks looking for numbers that appear two at a time.

Game 23 - Number Cruncher III

Three players take a thrilling ride up the track as numbers appear two at a time. Two players are on one motorcycle team and oppose one lone player.

Game 24 - Number Cruncher IV

Four players become a Number Cruncher Motorcycle Gang looking for numbers to squash on the track. Two players are on each motorcycle team and share one track. Numbers appear two at a time.

SCOOP BALL™

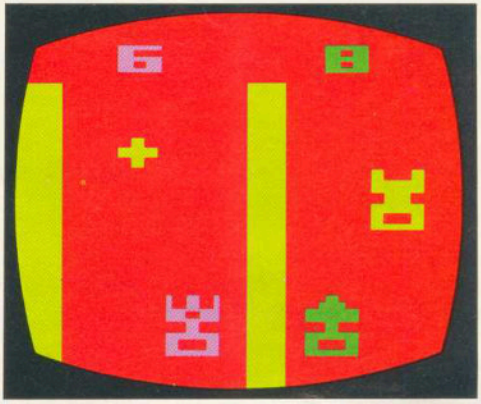


FIG. 6 - Scoop Ball Playfield, for 2-player

Your object? To catch balls and deposit them into a Computer Scooper. To catch the balls you have a giant moving Scooper. Two, three or four players each control one Scooper. In two-player games, each player moves along a private track. Two players share the right track in three-player games; during four-player games, two players are on each track.

Use the Controller knob to steer the Scooper. Press the red Controller button to accelerate the Scooper.

You score one point each time you catch a ball. (+) Continue to catch balls until a Computer Scooper appears on the screen. When you steer your Scooper into the Computer Scooper, you score three points and deposit the ball or balls you've collected.

NOTE: Your Scooper changes shape after you catch the first ball. After you deposit the balls, your Scooper returns to its original shape.

Your Scooper is color coordinated with the score at the top of the track. Games are completed when a player scores 99 points or after 2 minutes and 16 seconds. During the final 16 game seconds, your score flashes on and off the scoreboard.

You'll hear CRASHES, the Scooper motors, the scoop and deposit.

Game 25 - Scoop Ball II

Two opposing players compete for balls and Computer Scoopers that appear on the track two at a time.

Game 26 - Scoop Ball III

Three players compete for points. Two players are on one Scooper team and share the right track.

Game 27 - Scoop Ball IV

Four players compete for points. Two players are on each Scooper team as balls and Computer Scoopers appear two at a time.