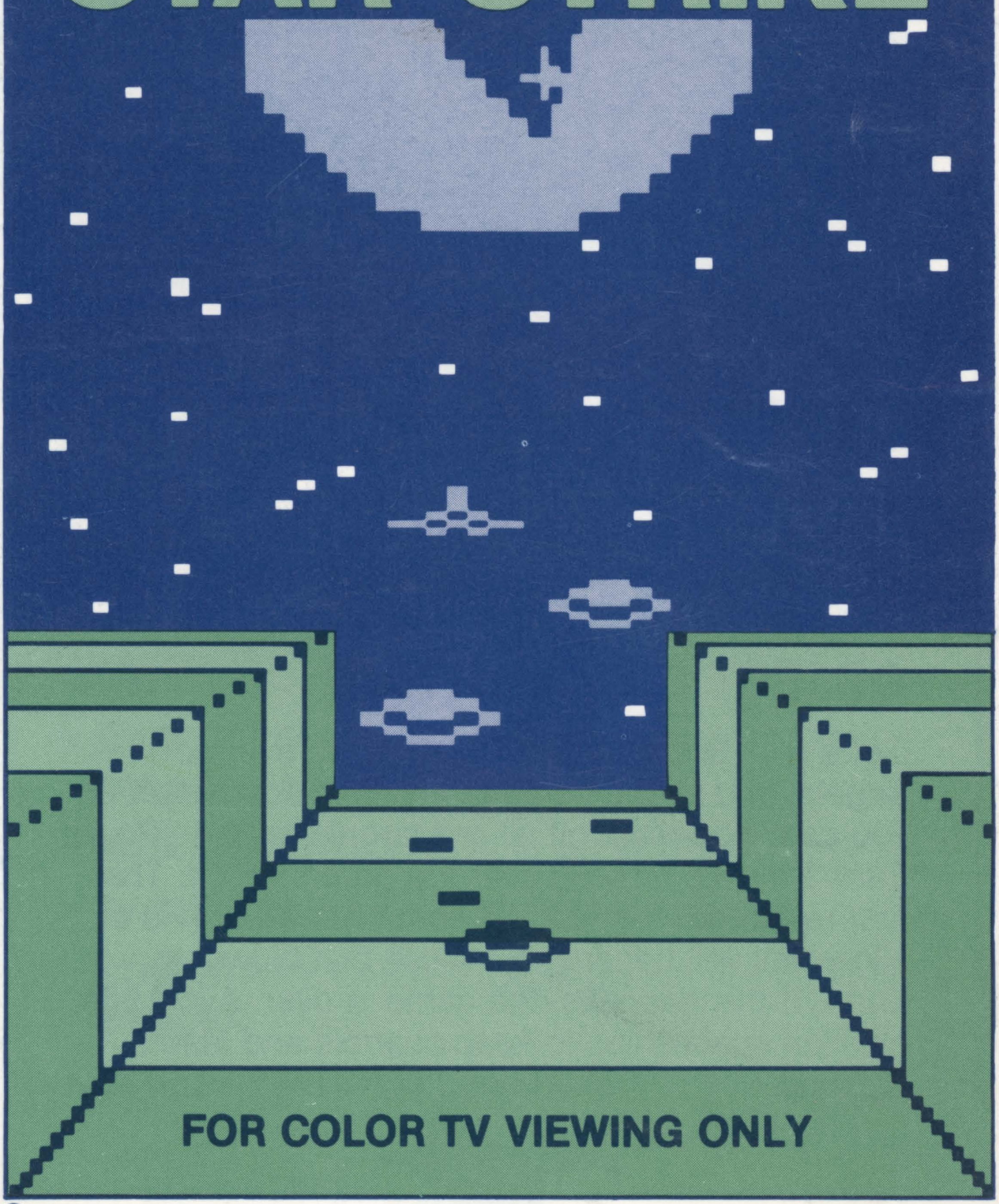
MATTEL ELECTRONICS®

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

(FOR 1 PLAYER)

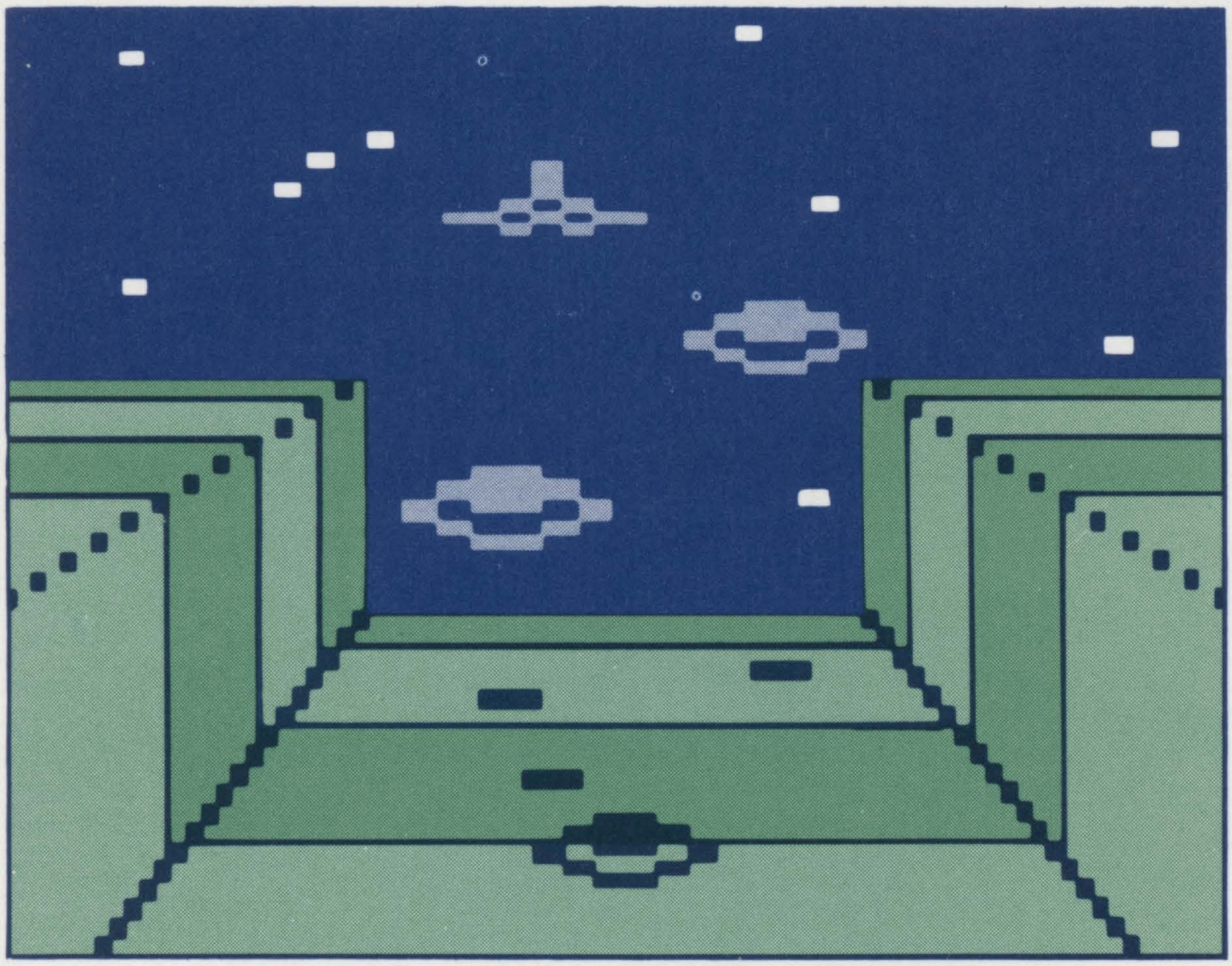
STAR STRIKE™



FOR COLOR TV VIEWING ONLY

© Mattel, Inc. 1981. Hawthorne, CA 90250
PRINTED IN USA. All Rights Reserved.

5161-0920



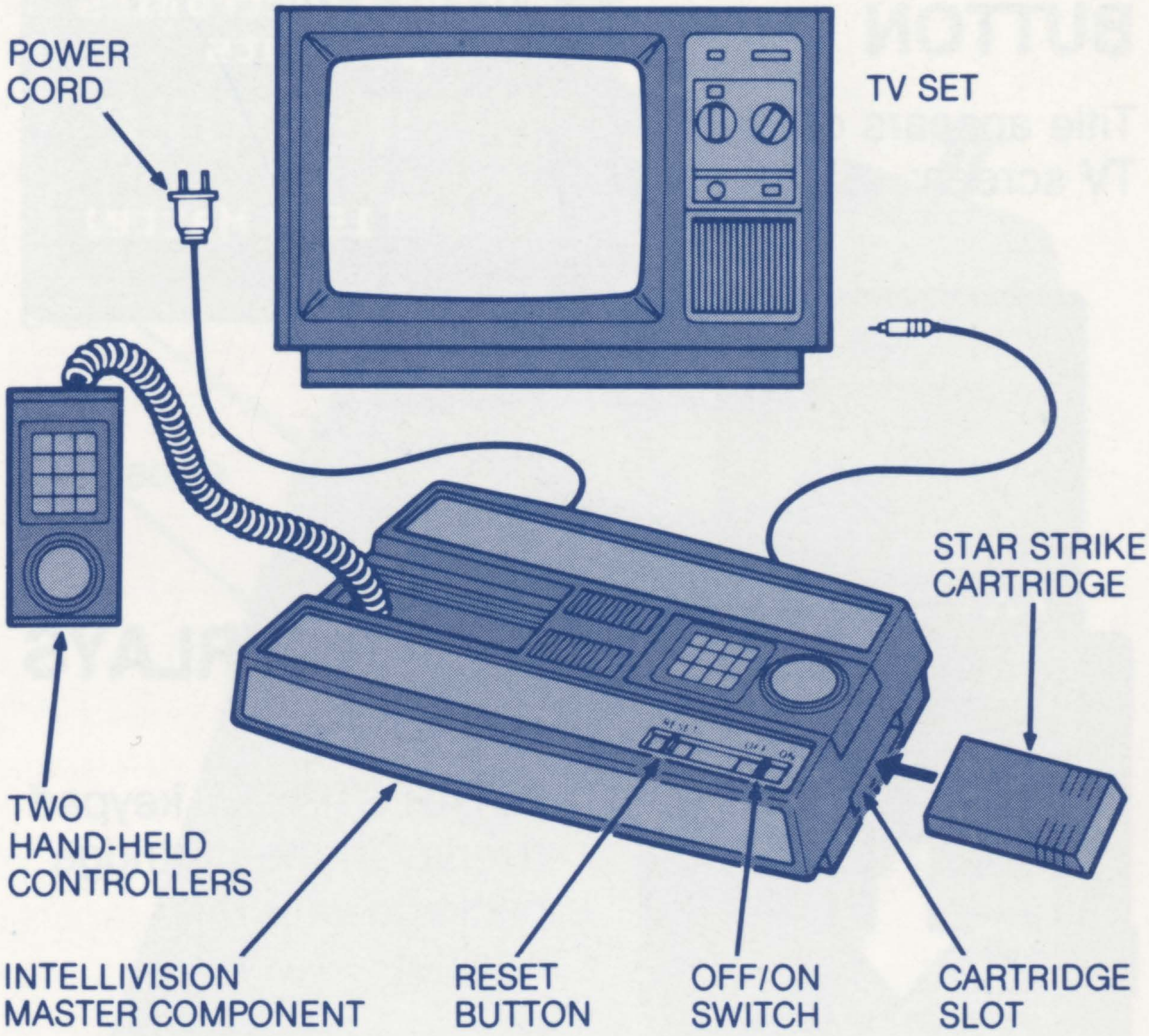
YOUR MISSION: Destroy the alien station BEFORE Earth passes directly over the launch trench! Shoot down the alien defenders stalking you. Bomb 5 Hot Targets, or Earth will be destroyed! Good luck...and good hunting!

OBJECT OF THE GAME

Get a high score by quickly bombing five red targets, and by hitting as many alien spacecraft as you can. You must hit all red targets before "Planet Earth" moves directly over the green trench. The first red target that you fail to hit when Earth is in alignment will become a missile that blows up Earth. If this happens, the game is over. Avoid hits by alien spaceships to keep controls and lasers working.



CHECK YOUR EQUIPMENT



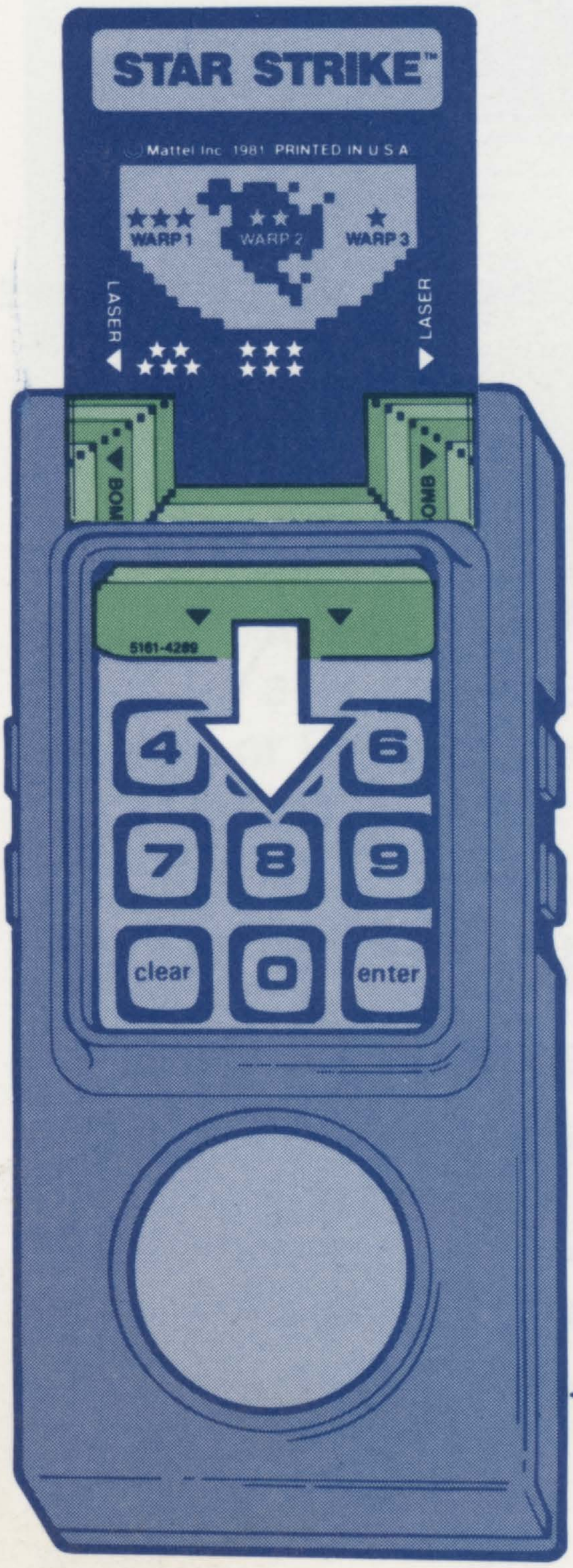
MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- STAR STRIKE CARTRIDGE is placed in slot, firmly engaged.
- OFF/ON SWITCH is turned ON.

PRESS RESET BUTTON

Title appears on TV screen:





ADD OVERLAYS

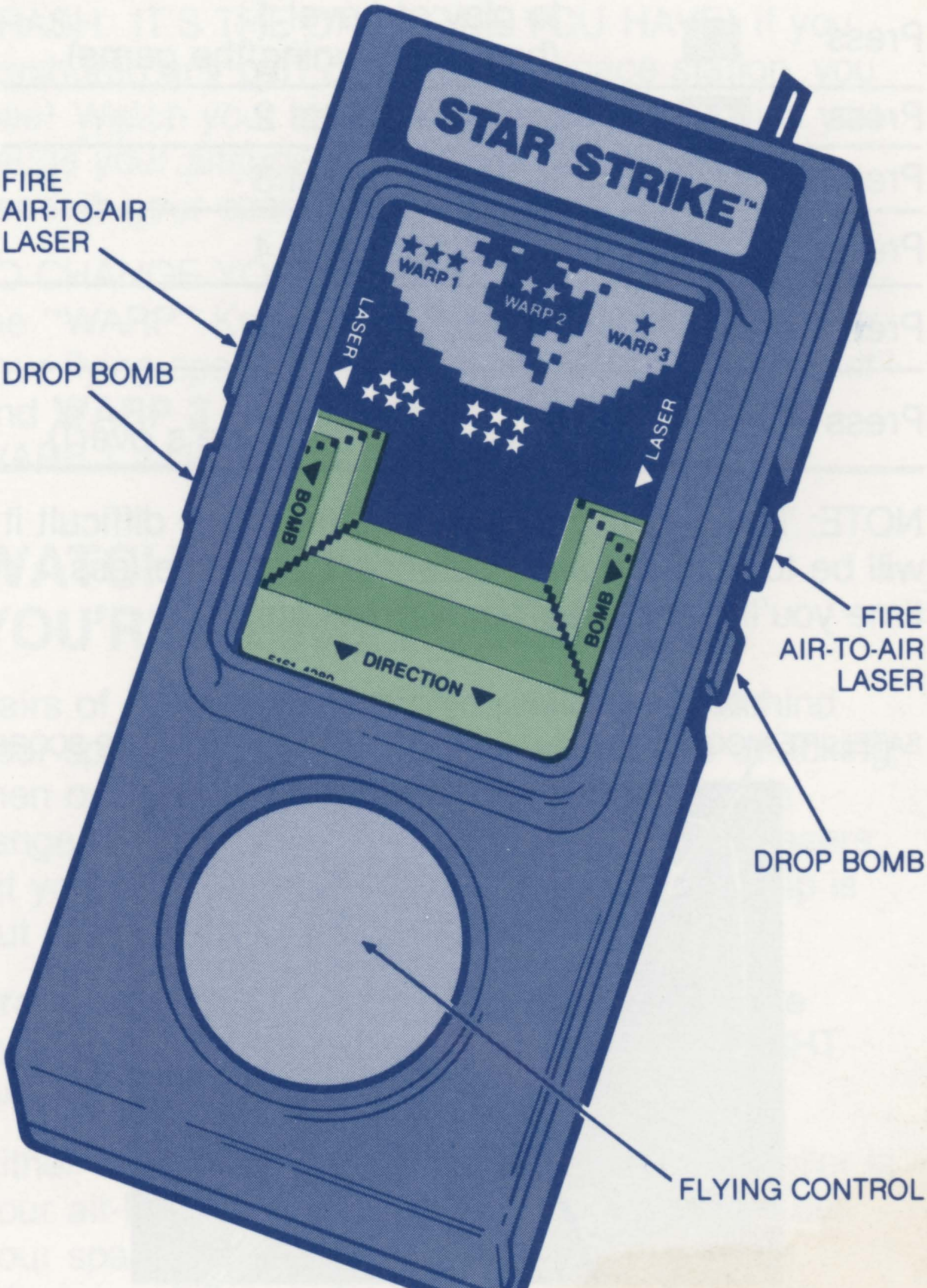
Find the "STAR STRIKE" keypad overlay in the cartridge package with this booklet.

Remove Hand Controllers from the console.

Insert overlay, as shown. Make sure it is tight and all the way in.

← HAND CONTROLLER

EXAMINE YOUR CONTROLS

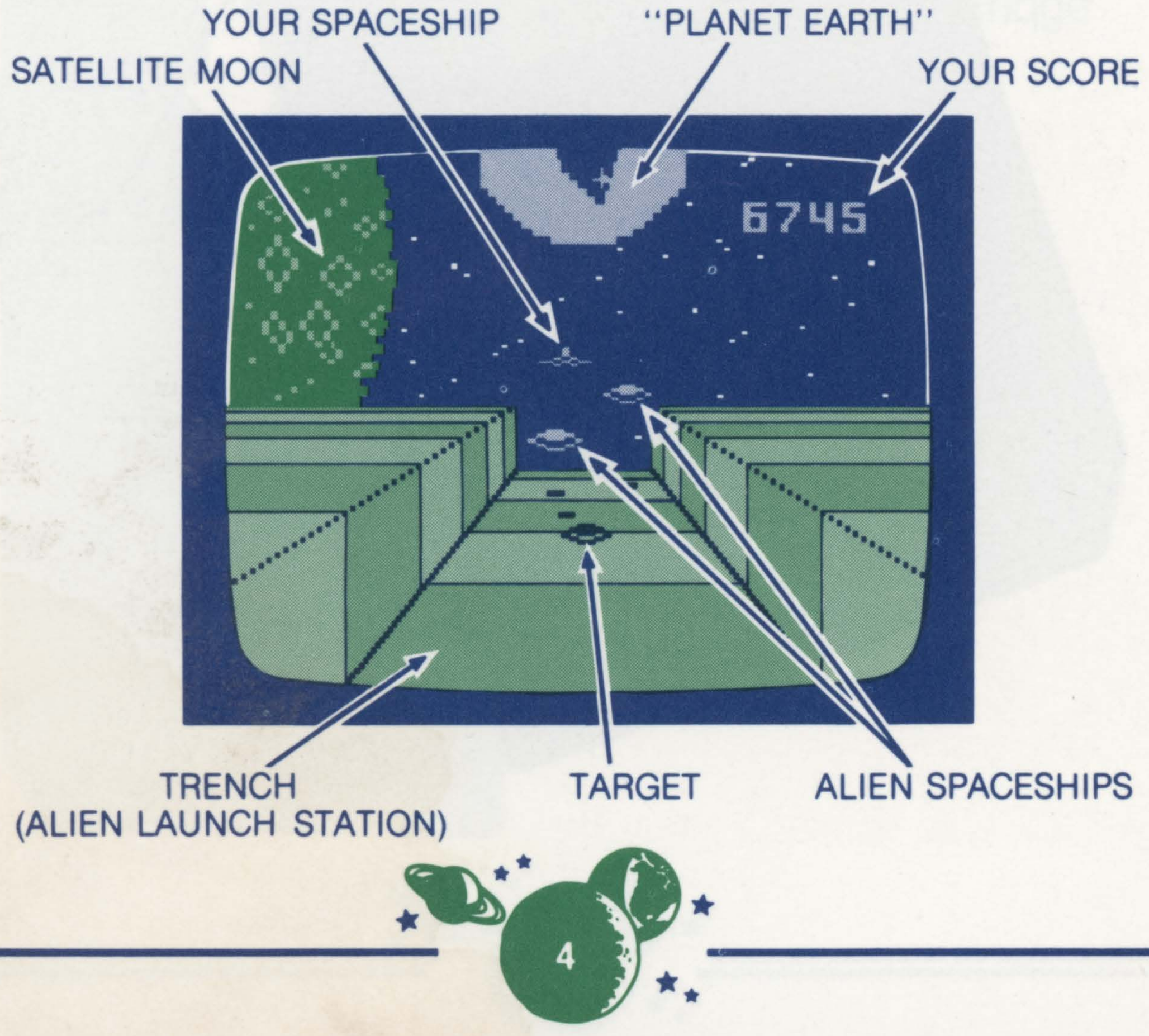


GET READY!

Start by setting the skill level:

Press	★	to play at Level 1 (best for learning the game)
Press	★★	to play at Level 2
Press	★★★	to play at Level 3
Press	DISC	to play at Level 4
Press	★★ ★★	to play at Level 5
Press	★★★ ★★★	to play at Level 6 (miss once — game's over!)

NOTE: The higher the skill level, the more difficult it will be to fight the alien defenders...and the less time you'll have to bomb all 5 red targets.



FLYING CONTROL

Press the edge of the Disc in the direction you want to go. DON'T LET YOUR SPACESHIP CRASH...IT'S THE ONLY ONE YOU HAVE! If you crash into any part of the green space station, you lose! Watch your spaceship's shadow. It helps you gauge your altitude and shows the spot directly beneath your spaceship.

TO CHANGE YOUR FLYING SPEED: Press one of the "WARP" Keys. **WARP 1** is "Standard" (and is your flying speed at game start), **WARP 2** is "Fast" and **WARP 3** is "Super Fast." We recommend WARP 1 while you're learning the game.

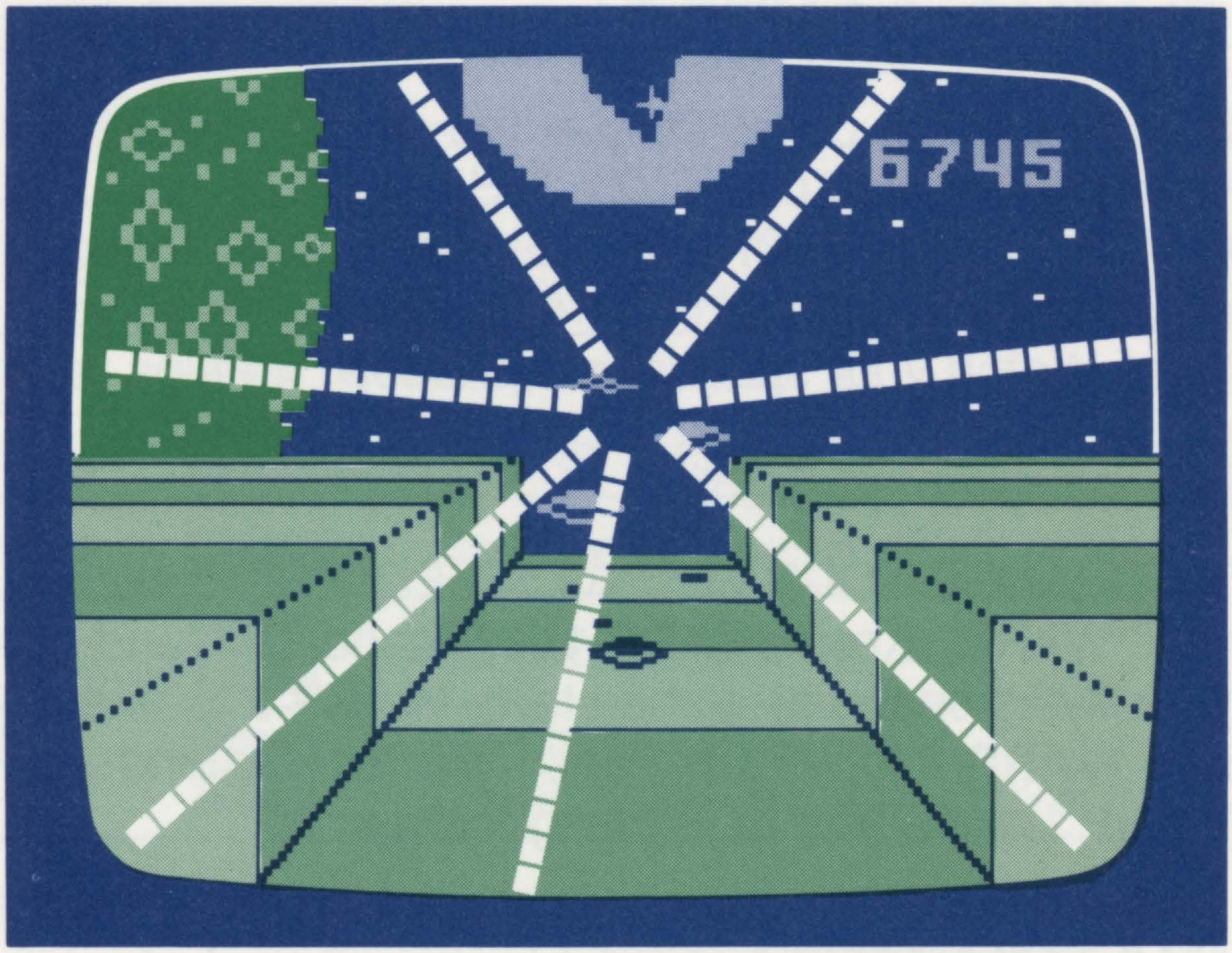
WATCH OUT! YOU'RE BEING FOLLOWED!

Pairs of defending alien ships will appear behind your spaceship. They pause briefly before attacking, then overtake your ship. When they get within range, they start to fire. If any of their white lasers hit you, there's a brief flash of flame. Your ship is out of control while it's on fire!

Press the top of the Disc to gain altitude. Take evasive action to avoid further hits. Then, FIGHT BACK!

Either TOP action button on your Hand Controller is your air-to-air laser trigger. When an alien passes your spaceship, its color changes to light blue. When an alien is in front of your spaceship, you can hit it.





ALL AIR-TO-AIR LASERS GO TOWARD THIS "VANISHING POINT," ROUGHLY AT THE CENTER OF THE TRENCH. BEAR THIS PERSPECTIVE IN MIND WHEN FIRING AT ALIEN SHIPS.

IF YOU ARE HIT...

Damage to your spaceship gets more severe every time you're hit. These serious problems will occur (in random order): You won't be able to climb as fast....you'll have slower movement left or right....you won't be able to descend quickly....you won't be able to change flying speed....your air-to-air laser will misfire (making a noise like static)....you lose your targeting radar signal....your ship is out of control longer after being hit.

EVEN IF ALL THESE MISFORTUNES OCCUR, DON'T GIVE UP...YOU CAN STILL SAVE THE DAY — IF YOU'RE FAST ENOUGH!

YOU HAVE 5 TARGETS...

You get score points for shooting down alien spaceships, but it will all be in vain, unless you successfully bomb 5 red targets before the Planet Earth moves over the center of the trench. If any unbombed (red) targets get past you at that point, the game is over. At the two highest skill levels, you have to hit all the red targets the first time they appear.

To release a bomb, press either lower action button. A beeping radar warning alarm will give you a signal just before each target comes over the horizon. If your bomb hits a red target, the picture shakes from the concussion, and that target turns black. The concussion effect increases every time you hit a red target. When you bomb the 5th target, you'll destroy the enemy star completely and "save the Earth" — and your score. At Level 6, the number of targets is limitless!

SCORING...

At the start of the game, you have 8,000 points. This score decreases rapidly with every second that passes, until you have bombed the 5th (and final) target. Every time you hit an alien spaceship 250 points are added to your score total. The highest level game (★★★★) starts at zero and scores 50 points for each alien and 100 for targets. At Level 6, you *must* hit every target!

STRATEGY TIPS

- When engaged in air-to-air combat, remember that whoever is behind another spaceship has the shooting position. When the aliens pass you, they



turn light blue. Then you're in position to shoot them down.

- Part of the aliens' strategy is to draw your ship away from the trench where it is harder to hit them and, of course, where you are way out of bombing position. Try to stay near the center target area as much as you can.

- Keep track of the number of targets you have bombed. The targets always appear in the same sequence. If you remember that the next one is black (already hit), you won't have to fly in the vulnerable bombing position, and can concentrate on shooting down aliens for more score points.

- The best bombing position is low altitude, in the center of the trench. Your bombs fall too slowly for high-altitude precision. Also, you cannot fire your laser while a bomb is falling.

---

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Repair Center
5000 West 147th Street
Hawthorne, California 90250

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.



HOW TO ORDER YOUR REPLACEMENT OVERLAYS

NOTE: SEPARATE CARTRIDGES ARE NEEDED FOR THE PROGRAMS LISTED BELOW.

Complete the order form below and mail it with your check or money order for $1.25 per set of 2 overlays. California residents add 6% sales tax. Address check or money order to Mattel Electronics, Box 2350, Hollywood, CA 90025. Allow 4-6 weeks for delivery. Offer subject to availability.

Mark quantity ordered

BOWLING	3333-4289_____sets	BASKETBALL	2615-4289_____sets
SOCCER	1683-4289_____sets	HOCKEY	1114-4289_____sets
LAS VEGAS ROULETTE	1118-4289_____sets	BACKGAMMON	1119-4289_____sets
ELECTRIC CO. MATH FUN	2613-4289_____sets	LAS VEGAS POKER & BLACKJACK	2611-4289_____sets
ELECTRIC CO. WORD FUN	1122-4289_____sets	ARMOR BATTLE	1121-4289_____sets
FOOTBALL	2610-4289_____sets	BASEBALL	2614-4289_____sets
HORSE RACING	1123-4289_____sets	SPACE BATTLE	2612-4289_____sets
CHECKERS	1120-4289_____sets	BOXING	1819-4289_____sets
AUTO RACING	1113-4289_____sets	SPACE ARMADA	3759-4289_____sets
SEA BATTLE	1818-4289_____sets	ASTROSMASH	3605-4289_____sets
SKIING	1817-4289_____sets	SNAFU	3758-4289_____sets
TENNIS	1814-4289_____sets	TRIPLE ACTION	3760-4289_____sets
GOLF	1816-4289_____sets	STAR STRIKE	5161-4289_____sets

Amount enclosed_____ **Total sets ordered**_____

Your name _____

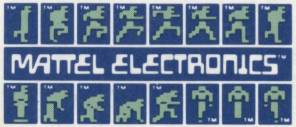
Address _____

City _____ State _____ Zip Code _____

MATTEL ELECTRONICS®

INTELLIVISION™

Intelligent Television



Other electronic games
available from Mattel Electronics.
Look for them!