

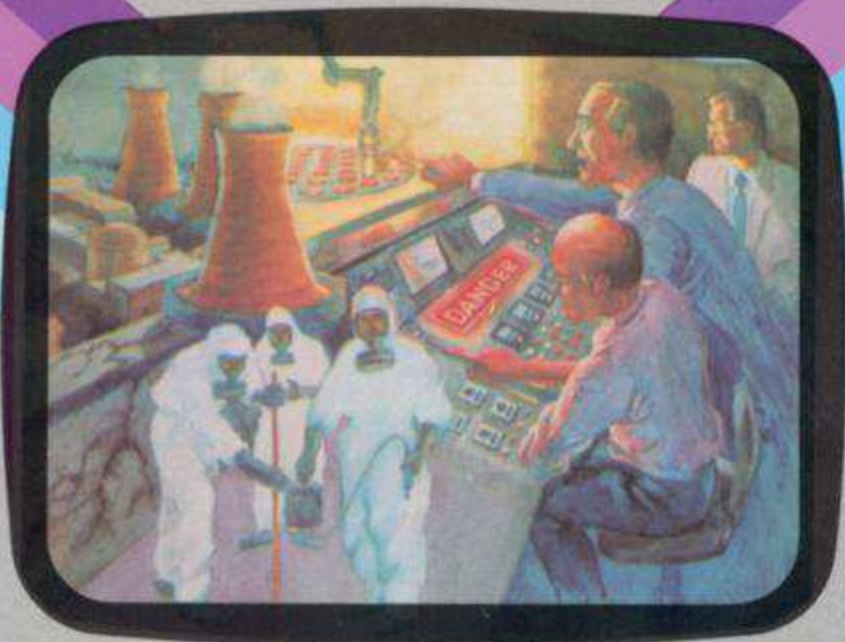
SPECTRAVISION™

VIDEO GAME CARTRIDGE

China Syndrome™

THE SPECTRA ISLAND REACTOR
CAN ONLY BE ENTERED ONE PLAYER AT A TIME

**FOR THE ATARI® AND SEARS
VIDEO GAME SYSTEMS
INSTRUCTION MANUAL**



FOR YEARS THE NUCLEAR POWER PLANT "SPECTRA ISLAND" HAS PROVIDED SAFE AND EFFICIENT POWER FOR THE PEOPLE OF "SPECTRAVILLE". NOW A DEVASTATING EARTHQUAKE HAS CHANGED EVERYTHING! THE "CORE" HAS BEEN DAMAGED! RADIOACTIVE PARTICLES ARE LOOSE AND THREATEN TO OVERHEAT THE PLANT, CONTAMINATE THE TOWN AND MAY EVEN CAUSE "MELTDOWN". ONLY YOUR EXPERTISE CAN SAVE THE DAY! SO GET YOUR D.D.V.-DECONTAMINATION-DEFUSSION-VACUUM (YOUR JOYSTICK WILL DO!) AND COLLECT THE ESCAPING PARTICLES BEFORE "MELTDOWN" AND THE BEGINNING OF THE DREADED.....

"WARNING"

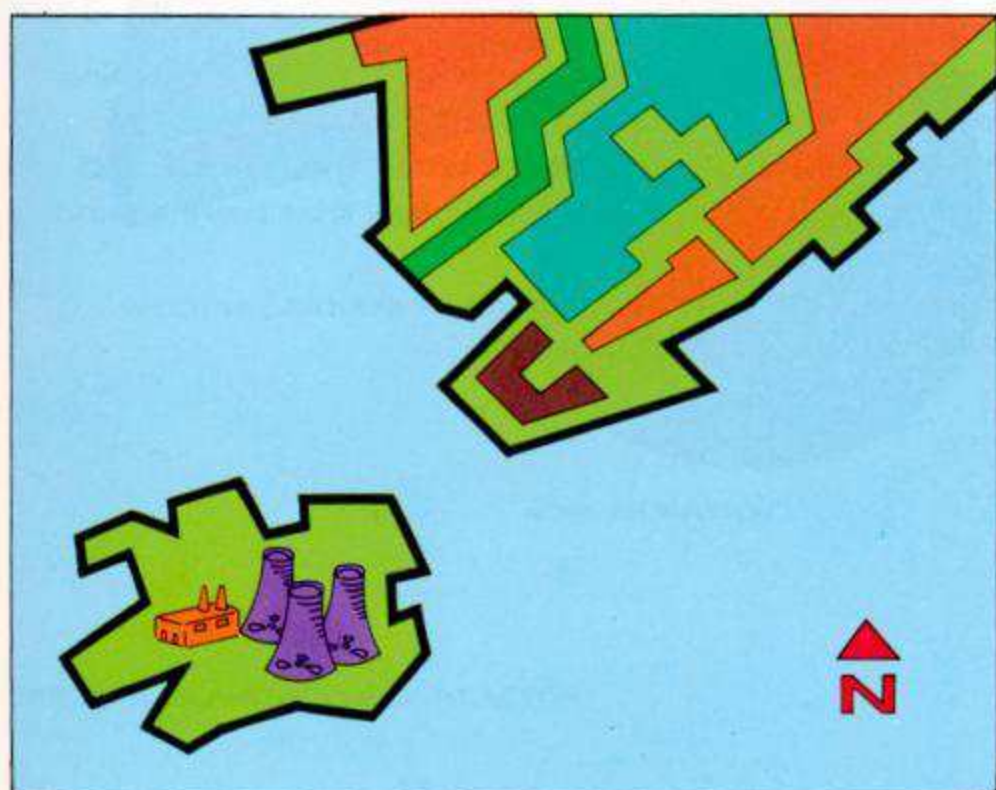
ONCE THE MELTDOWN SIMULATION BEGINS YOU CANNOT RESET THE SIMULATOR UNTIL ENTIRE SEQUENCE IS COMPLETE INCLUDING "ALL CLEAR" SIGNAL. (YOU CAN HOWEVER TURN YOUR MACHINE OFF IN DESPERATION)



FOR THE ATARI®
AND SEARS VIDEO
GAME SYSTEMS

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MAP OF SPECTRAVILLE.

DANGER ZONE

Welcome to **SPECTRA ISLAND!**

You have been given priority one clearance for this project.

As an expert in nuclear energy safety standards, you have been chosen to be supervisor of the entire plant. However before your assignment can become official, you must first earn certification on a level "Nine" reactor.

CERTIFICATION PROCEDURE

A special "**SIMULATOR**" has been set up that will duplicate a reactor emergency.

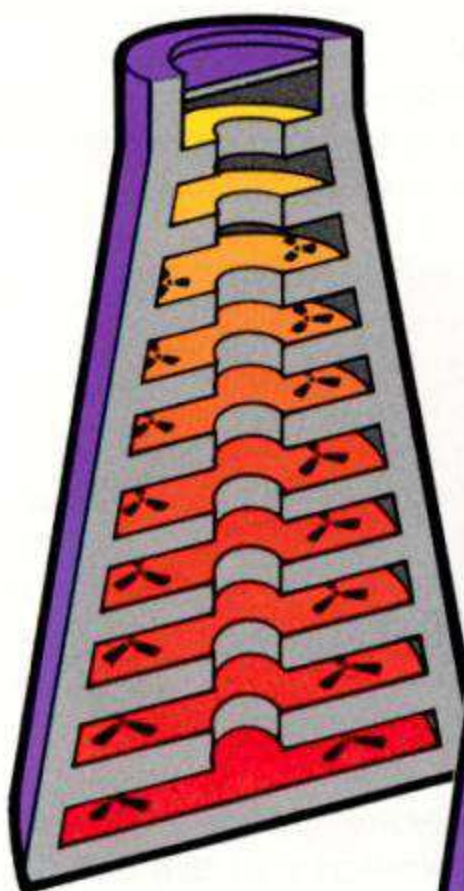
The scenario is as follows:

Spectraville has just been rocked by an unexpected earthquake!

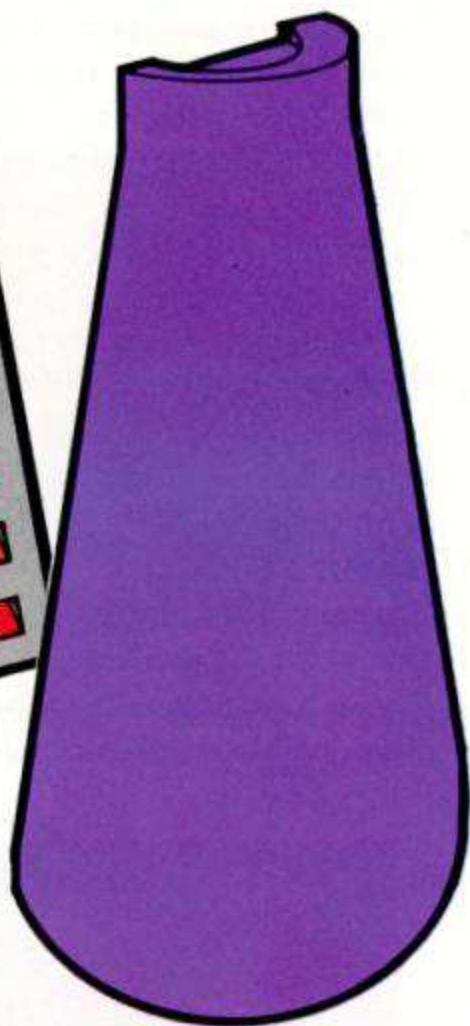
The nuclear reactor on spectra island has been damaged. Although the exact extent of the damage is unknown, our radiation detectors indicate various degrees of damage have occurred in each of the nine levels as well as to the core itself.

Your mission calls for you to enter the reactor and collect the escaped particles of fuel that have leaked from the core.

Success means saving millions of people
Failure means.....**MELTDOWN**



INTERNAL



CONFIGURATION

SPECTRA-ISLAND NUCLEAR REACTOR

GETTING STARTED

1. HOOK UP GAME CONSOLE

2. **INSERT CARTRIDGE** — make sure power switch is always in the "OFF" position when installing cartridges.

3. TURN CONSOLE "ON"

4. DIFFICULTY SWITCHES—

This game uses both the left and right difficulty switches for your enjoyment.

Right "difficulty" switch

"A"—5 D.D.V. Robot arms per game

"B"—3 D.D.V. Robot arms per game

Left "difficulty" switch

"A"—D.D.V. Robot arm move faster

"B"—D.D.V. Robot arm move slower

5. **"TAKE -A- BREAK"™FEATURE** you can put the game on "pause" if you push the "color" switch down to the "B & W" setting. The game will freeze until you switch back to "color".

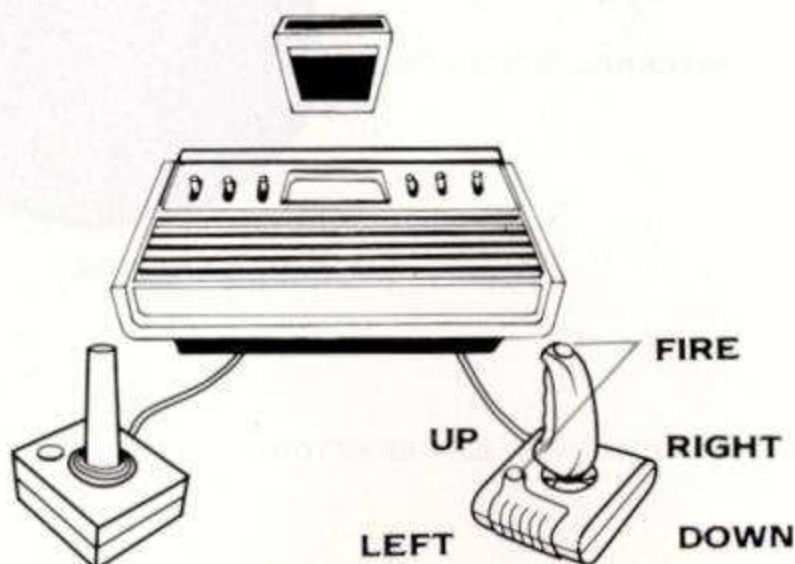
6. GAME SELECTOR

Game 1 — Practice

Game 2 — Certification Test

Game 3 — Start Test At Level 5

Game 4 — Childrens Game



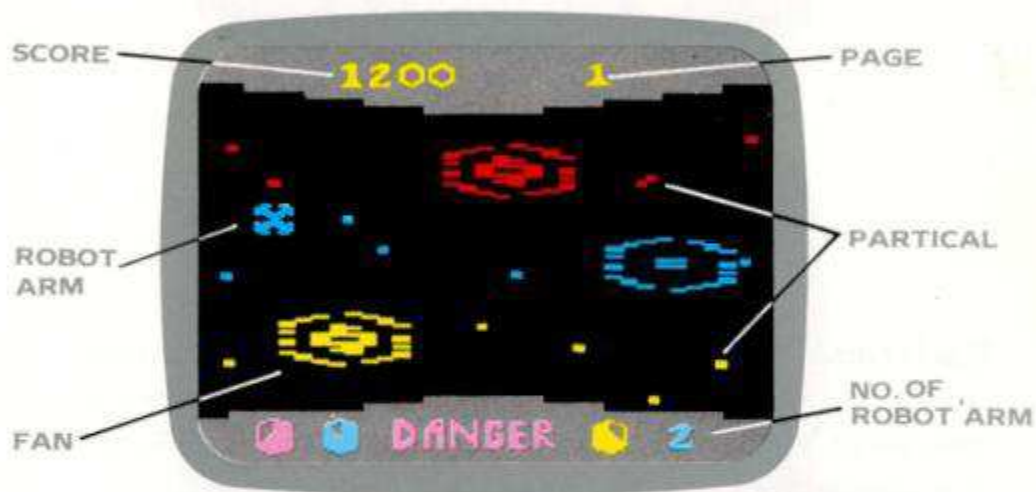
ENTERING THE SIMULATOR

The spectra-island reactor consists of nine levels. The nuclear **"CORE"** is on the bottom of the reactor, on level **"NINE"**.

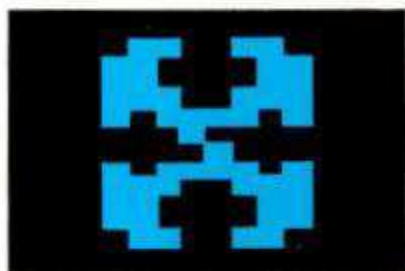
Each level consists of three radiation zones.

The three zones are distinguished as the **"RED"**, **"BLUE"**, and **"YELLOW"** zones.

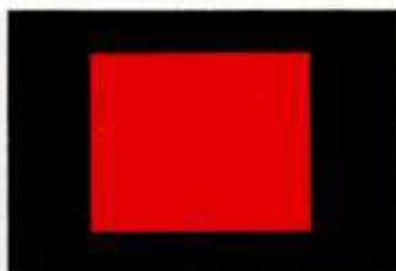
Your **"CONTROL PANEL"** has radiation indicators for each of the three types of radiation.



Use your D.D.V. robot arm to locate escaped particles. Press the **"FIRE BUTTON"** on your D.D.V. (joystick) to pick up the particle.



ROBOT ARM



PARTICLE

Each radiation zone holds up to 3 escaped particles.

As the escaped particles **"BOUNCE"** off of the reactor wall they split into 2 particles.

As the number of particles in each zone increase, the radiation levels increase.

ADVANCING TO THE NEXT LEVEL

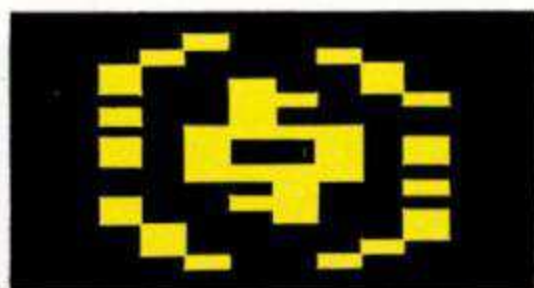
You must clear away all particles in all three radiation zones before you can be lowered to the next level.

You will be awarded an additional D.D.V. When you enter each new level. You can accumulate up to 9 D.D.V.'S at any one time."

And one move D.D.V. robot arm is provided as bonus

DANGER!! DANGER!! DANGER!!

You must avoid the "CORE VENT"



FAN

Each radiation zone contains a core vent, you must avoid the vent by maneuvering your D.D.V. around the vent. Any direct contact with the vent will cause the destruction of the D.D.V.

MELTDOWN

Losing all your D.D.V. robot arms will automatically initiate the meltdown sequence. Luckily this is only a simulation of the real thing!!!!



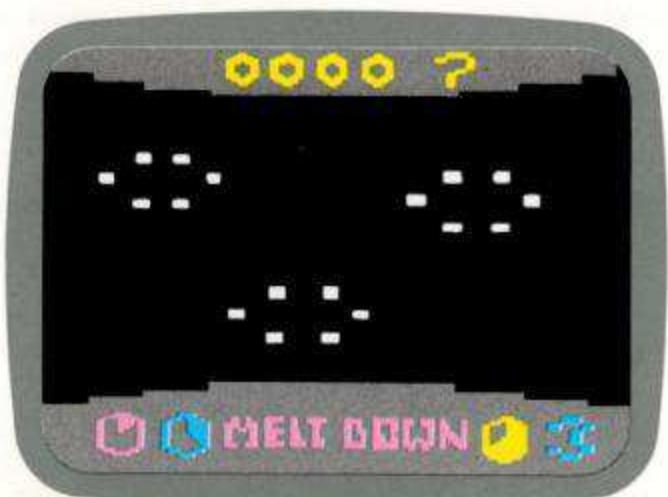
LEVEL TWO



LEVEL THREE



LEVEL FOUR



MELTDOWN

SAFETY RATING

The test results are monitored through-out the simulation.

Your rating is based on the level in the reactor that you reach.

Your efficiency is based on the total number of particles retrieved. The **"LOWER"** the number, the higher you rating.

RATING RESULTS

Level one-three

Level four to six

Level seven

Level eight

Level nine

Try another profession

Trainee

Assistant administrator

Supervisor

Full certification-plant manager

Completion of all nine levels entitles you to special recognition status.

If you have done so, put your game in the pause mode and take picture of the screen.

Send your picture to our service center and you will receive your due recognition!

WARRANTY

VIDEO GAME CARTRIDGE LIMITED 90 DAYS WARRANTY

Spectravision warrants to the original consumer purchaser of this Spectravision video game cartridge that it will be free from defects in materials and workmanship for a period of 90 days from the date of purchase. Spectravision agrees to either repair or replace, at its option, free of charge, any cartridge discovered to be defective within the warranty period upon receipt of the cartridge, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is limited to the electronic circuitry and mechanical parts originally provided by Spectravision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the cartridge has arisen through abuse, unreasonable use, mistreatment or neglect. This warranty is in lieu of all other express warranties and no other representation or claims of any nature shall be binding on or obligate Spectravision. **Any implied warranties applicable to this cartridge are limited to the 90 days period described above. In no event will Spectravision be liable for any special, incidental, or consequential damage resulting from possession, use or malfunction of this cartridge.**

Some states do not allow limitations on how long an implied warranty lasts and/or the exclusion or limitation of incidental or consequential damages so the above limitations and/or exclusion or limitation of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to

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