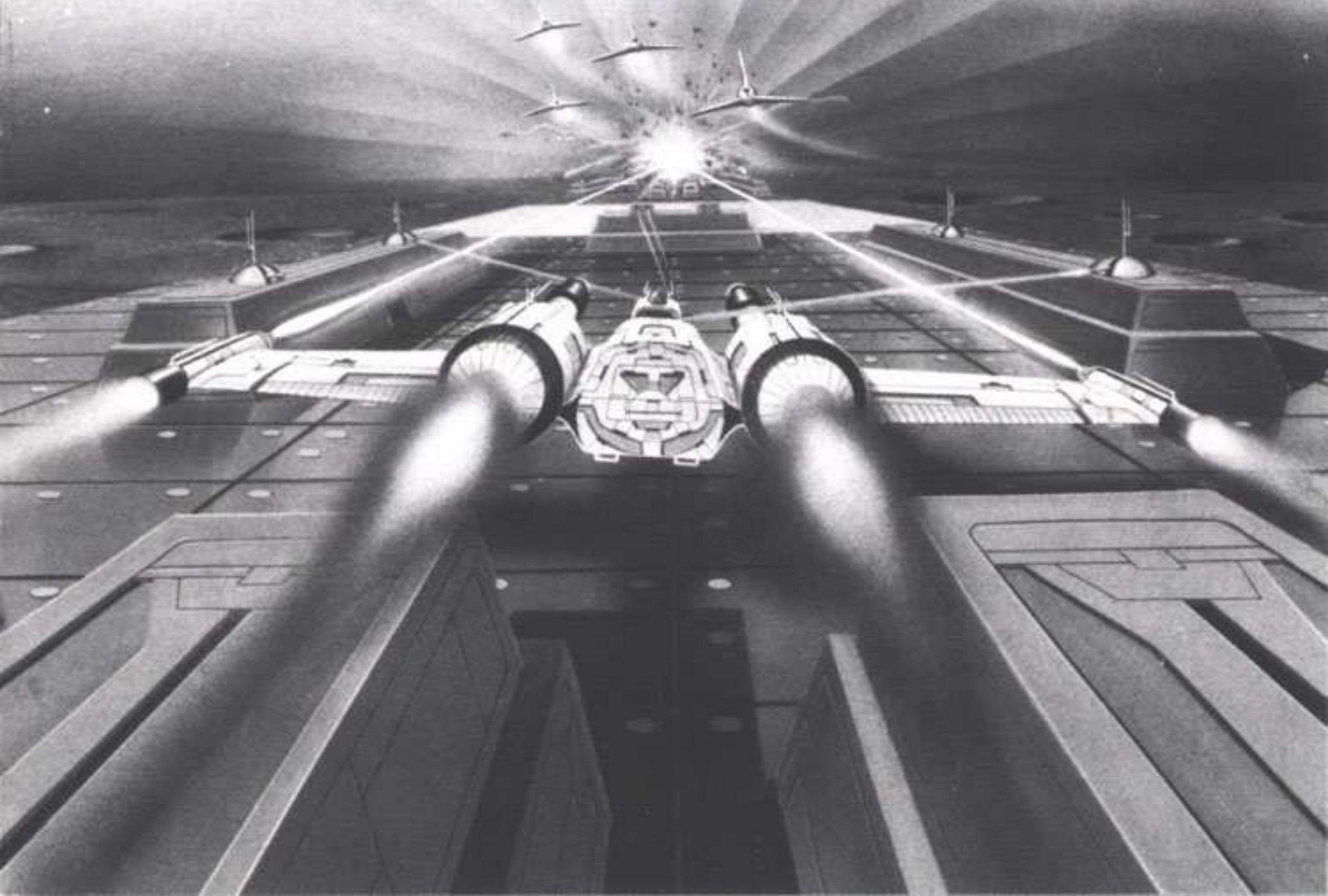# TIGERVISION®

INSTRUCTIONS

ESPIAL™

OPERATION

Plug in the cartridge when the power is off.
When the power is switched on, the title frame is displayed.
Press the Reset key to start the game.

GENERAL INSTRUCTIONS

You are a space attack pilot flying at death range over the gigantic star ship. Your mission while defending yourself against the never ending oncoming defense squadrons is to destroy the star ship with your cursor scope missiles. Watch out for the star ship's atomic cannons aimed at you.

Motion

Your fighter is controlled by the 8 directional lever of the joystick.

Laser Beam Gun

The laser beam gun is triggered with the fire button of the joystick. It destroys the enemies' flying objects, bombs, cannon, cells and fortress.

Double-Barreled Missile

Your missiles are triggered with the fire button of the joystick. They can destroy the fortress, cannons, cell and shelters on the surface of the enemy star ship. The cross cursor scope which positions ahead of the fighter aims the missile firing position.

GAME OBJECTS

Fortress

Rectangular shape, cannot discharge bombs.

Cannon

Rectangulr shape, discharges bombs when fully opened.

Cells

Rhombus in shape, discharges bombs when fully opened.

Bombs

The bombs appear as small dots which if hit your ship will destroy you.
The bombs can be destroyed by firing your laser beam gun and hitting them in flight.

Enemy Flying Objects

Diamond   —   appears only in diamond base. Its motions depend on your figther's position.

Others   —   Various shapes, various flying path. If you can learn their characteristics you can succeed in staying alive.

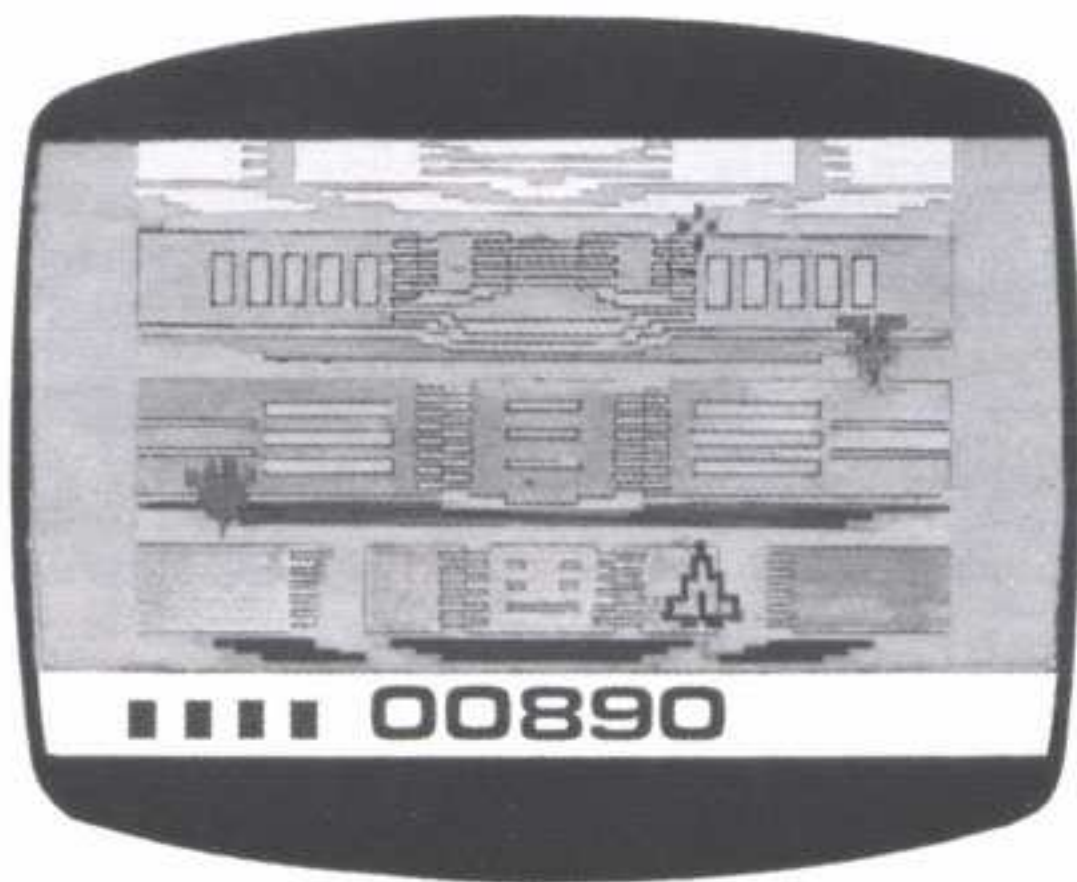## Ships

At the start of the game you get 5 fighters. When you lose all 5 fighters the game is over.

ENEMY BASE

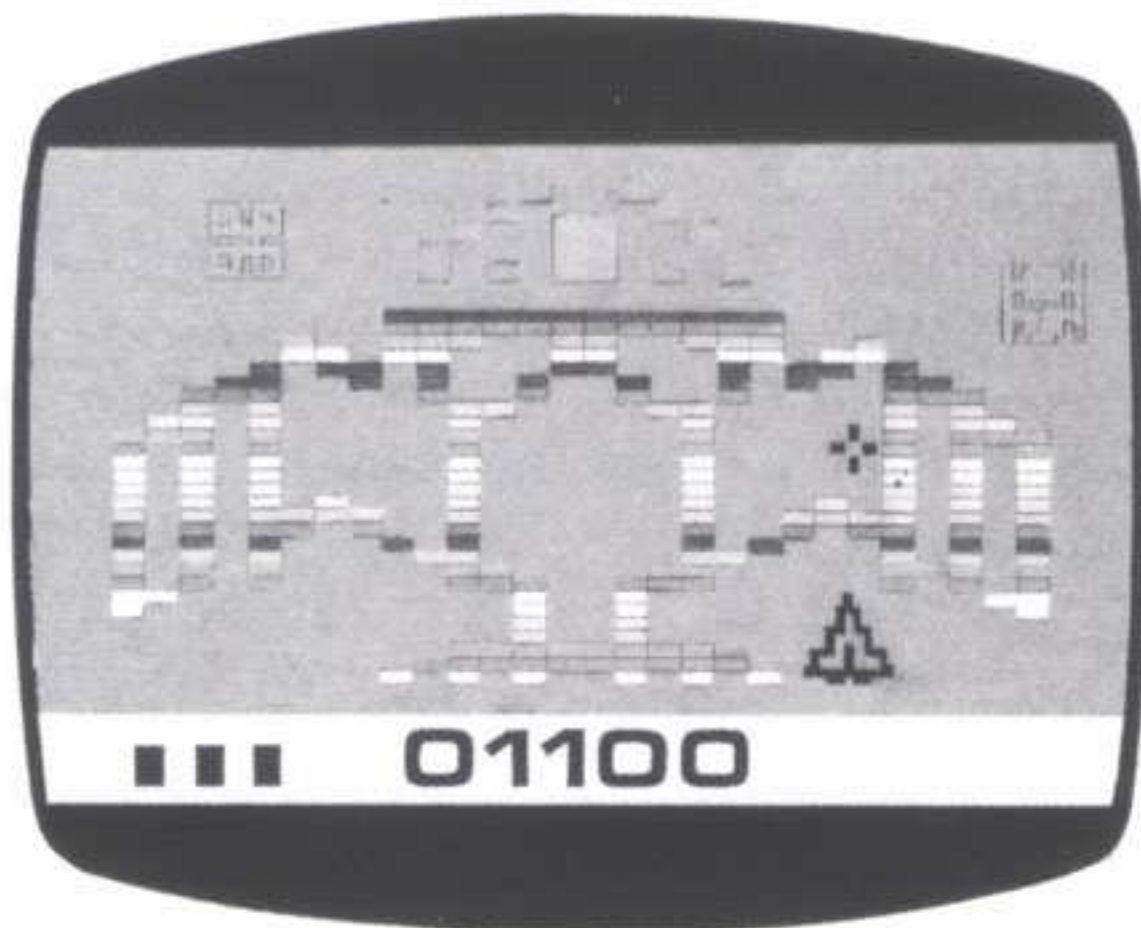There are 3 kinds of enemy bases.

Block Base

Contains cannons, fortress and various flying objects

Fantasy Base

Contains cells and various flying objects

Diamond Base

Contains diamonds only

After passing one enemy base, a congradulatory music score will be heard. Then you enter the next base, until all your fighters have been destroyed.

SCORING

Object Destroyed	Score	Drawing
Flying objects	20 – 80	🕷 🔥
Fortress, cannon, cells	200	🔲 🔳
Diamond	90	◇ ▫

DISPLAY IN THE LOWER PART OF THE SCREEN

Square Block

Indicates how many fighters you have left.

Score

Indicates how many points you have scored.

HIGH SCORE

Displayed in title frame.
Indicates the score of the best player so far.

TIGERVISION ®