colour video game "ambrush"

features

1. the excitement of its take-off and landing manipulation
2. 2 speakers internally equipped with stereo sound
3. screen coupled with radar to alert the player
4. screen slightly slanting backward in upright position for player's convenience

how to play (6 stages)

1. take-off
player is to push the spacecraft's speed button on top of lever to rolling, swinging her left and right on the runway freely to increase its speed but slowly and carefully not to hit the runway

at 300 miles/hr (speed digitally shown on the screen), spacecraft takes off after player pulls toward to himself the control lever.

2. battle
player to battle for 2 minutes destroying the spin(gren coured) by missiles, evading meteorites at the same time although they can be destroyed.

note that other enemies need not be attacked to proceed on the next scene.

3/4. encounter with ufo
player encounter ufo in 2 stages with limited fuel, which is indicated on top of left side screen. first, battle with single ufo by shooting missiles(3).
    afterwards, with ufo in formation(4).

screen cleared when all are destroyed.

5. combat with powerful warships
player to avoid undestructible meteorites and to destroy the 3 galactic warships. player has to continuously push the speed button to destroy them as they can go through meteorites at very high speed where missiles cannot catch them up.

6. final stage - landing
player to select 1 out of 3 runways to land the spacecraft at the speed of not less than 250 miles/hr but not more than 350 miles/hr.

note that spacecraft to crash at the speed below 250 miles/hr.

grade of player on landing

on 8000 feet runway recruit level
on 4000 feet runway commander level
on 2000 feet runway officer level
36p CONNECTOR TERMINAL DIAGRAM

+5v
  +5v
  COIN +12v
  ACCELERATOR 1 PLAY
  "SHOOT" 1 PLAY
  ACCELERATOR 2 PLAY
  "SHOOT" 2 PLAY
  2 PLAY BUTTON
  1 PLAY BUTTON
  TWO COINS
  ONE COIN
  BLUE/MONITOR
  RED/MONITOR
  GREEN/MONITOR
  SYNC/MONITOR
  SOUND +12v
  SOUND GND
  GND MONITOR

GND
  GND
  COIN +12v
  DOWN 1 PLAY
  UP 1 PLAY
  RIGHT 1 PLAY
  LEFT 1 PLAY
  "UP" 2 PLAY
  "DOWN" 2 PLAY
  "LEFT" 2 PLAY
  "RIGHT" 2 PLAY
  COUNTER
  COUNTER
  COUNTER
  SPEAKER / RIGHT
  SPEAKER / LEFT
  +5v
  +5v

SURFACE SIDE
  (COMPONENTS SIDE)

BACK SIDE
  (SOLDERING SIDE)

DIP SWITCH

SW 1-2  NUMBER OF SHIPS:  SW 3-5  COINS-PLAYS

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