

LASER ATTACK™

INSTRUCTIONS

BY MILTON BRADLEY

(For 2, 3 or 4 Players)

Our galaxy has been invaded by an alien Space Station whose powerful laser beam is drawing vital energy pods away from your spaceships.

Your mission is to attack and destroy this violator of the Inter-Galactic Peace Accord.

You must gather up your scattered energy pods before you risk an assault on the Space Station. Then, using your energy pods, you block its ports, causing the laser to overload and self-destruct.

OBJECT:

Destroy the enemy Space Station.

CONTENTS:

Game Board • Space Station • 4 Spaceships • 20 Energy Pods

TO SET UP THE SPACE STATION:

1. To power the laser beam in the Space Station, you must insert two AA-size 1.5 volt batteries in its base. Alkaline batteries are recommended for best performance and longer life. Invert the Space Station and turn the knob until a battery area is accessible through the window in the base. Press the battery in place between the plastic holders with its terminals in the direction shown in the battery area (see Fig. 1). Insert the second battery in the other area. Make sure the batteries are fresh and are positioned so that the same terminals of both batteries are not facing the bulb which is covered by a tube.

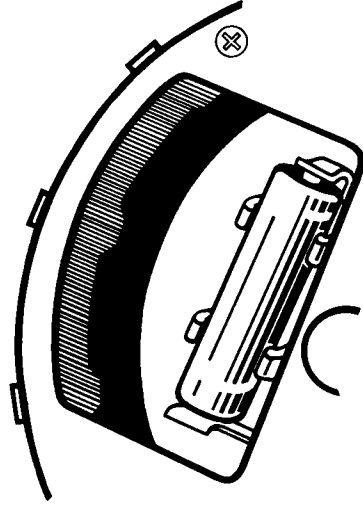


FIG.

2. Spin the knob on the Space Station. When both batteries are properly in place, the bulb should flicker on and off rapidly when the beam comes to a stop. If the bulb does not light, check the metal clips and contacts to be sure they touch the battery terminals firmly. If they do not, remove each battery and bend the metal pieces slightly. Press the batteries back into position. Also check the bulb. Remove the tube, make sure the bulb fits tightly in the socket, and replace the tube.

TO SET UP THE BOARD:

1. Place the enemy Space Station on the gameboard by inserting the prongs in the base into the holes in the gameboard.
2. Choose a color to play—you control the ship and energy pods of that color. Take the four large playing pieces (spaceships) and place them on the larger matching colored circles on the second outermost ring on the gameboard.

- When less than four people are playing, only use as many spaceships as there are players.
3. Place the 20 small pieces (energy pods) on the smaller matching colored dots.
 - When a spaceship is not being played, the energy pods of that color are still placed on the board.

TO PLAY:

1. All players are called "Space Captains." In turn, each player is called "Space Control."
2. Spin the knob on the Space Station. When the beam comes to rest, the player whose energy pod, closest to the Space Station, is struck by the laser goes **first**. (If the beam falls on a color not chosen by any player, spin again until a player's pod is hit.) Others follow, in turn, clockwise.
3. Your turn as Space Control consists of four distinct parts:
 - A. Move your spaceship **one space** forward or backward on the straight white path **or** any number of spaces along the circular green path as long as you are not blocked by another piece.
 - B. Spin the knob on the Space Station. When it comes to rest, the laser beam will shine down one of the 12 white paths. Anything in its path is "hit."
 - C. All spaceships and energy pods hit by the laser beam are drawn forward one space toward the Space Station.
 - D. Read and follow the command at the end of the path lit by the beam.
 1. When the command calls for all Space Captains to move, Space Control moves first and all others follow clockwise.

2. When the command tells you to move "one space," you can move only **one** space on the green **or** white paths.
3. When you are told to move an opponent's energy pod, you cannot move a pod which has been picked up by a spaceship or one that has been placed in the Space Station.
4. Gathering energy: You collect your own energy pods by moving your spaceship onto the space occupied by your pod. Pick up the energy pod and place it into the hole in the top of the spaceship. You **cannot** move a pod onto a space occupied by a spaceship.
5. Losing energy: There are three colored zones that surround the enemy Space Station.
 - A. **Black Space**—In this zone, all energy pods and spaceships are pulled forward one space toward the Space Station when hit by the laser beam.
 - B. **Damage Zone**—When a spaceship or energy pod is hit in the **blue** zone, move it one space forward toward the Space Station. If the spaceship is **carrying** an energy pod or pods, remove **one** pod and place it on the space at the end of the path on the outermost ring in the black zone. If two spaceships carrying energy pods are hit by the laser, only the spaceship closest to the Space Station loses one pod to the outermost ring.
 - C. **Destruction Zone**—When a spaceship is hit in the **red** zone, move it one space toward the Space Station. If it is already on the innermost ring, the spaceship is not moved. If it is carrying an energy pod or pods, **one** of the pods is removed from the game. If pods, independent of a spaceship, are hit while in the red zone, they are removed from the game.

6. Attacking the Space Station: When you have collected all of your energy pods which are left on the board, you can move in to attack.

A. To attack, you must move your spaceship to the ring closest to the Space Station.

B. On your next turn, place one pod into the open port that faces your spaceship.

C. Once the pod has been placed, you may choose **one** of the following two moves:

1. **Proceed to another space** and wait till your next turn to place another pod
- OR

2. **Spin the Space Station** to see if the laser beam will "self-destruct" (shine on the plugged port).

NOTE: Now that one port has been plugged, the game could end if, on any player's spin, the laser beam shines on this port.

D. If you chose to move to another space, you may place another pod in the open port, and move again **or** spin. Each additional pod placed increases your chances of winning.

E. If you have placed all your energy pods, return your spaceship to your starting circle. You can continue to spin in your turn but you cannot move your spaceship.

TO WIN

The player whose inserted energy pod is struck by the laser beam is the winner of the game.

RULES:

1. You cannot jump any other piece with your spaceship.
2. Two unattached pieces cannot occupy the same space at the same time.
3. Moves must be made, when possible, even if it will be to your disadvantage.
4. When your spaceship is blocked and cannot move, go on to the next phase of your turn.
5. Under no circumstances will you pick up another Space Captain's energy pods.
6. When a spaceship is not in play, the energy pods of that color can only be moved when hit by the laser beam.

NOTES ON STORAGE AND CARE:

1. When storing the game away, disconnect the laser by inverting the Space Station and lifting **either** contact away from the battery terminal (see Fig. 2). **CAUTION**—The spinner **cannot** rotate when a contact is disconnected.

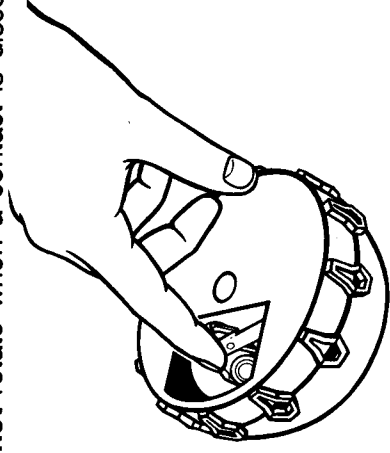


FIG. 2

Push the contact back into place to reactivate the laser.

2. When closing the gameboard, first fold it in half with the playing surface **inside** (Fig. 3). Then fold it in half again (Fig. 4).

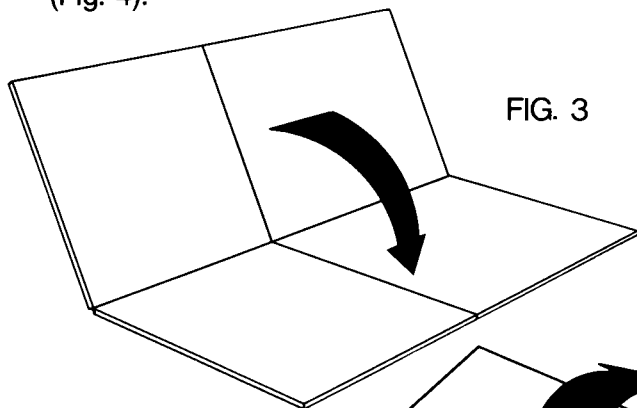
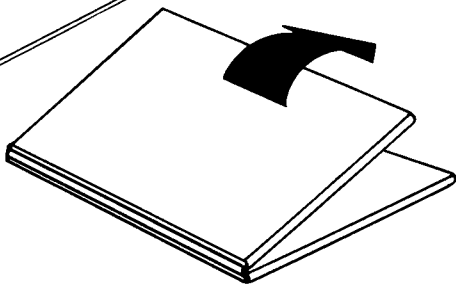


FIG. 3

FIG. 4



3. Replacements for the miniature lens end bulb (2.2 volt/0.25 amp) are available wherever flashlight accessories are sold.
4. Over a period of time, the spinner may lose some of its rotating speed. If this occurs, invert the Space Station and apply a few drops of **mineral oil** in the three areas indicated on the base (other oils may damage the plastic).

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