

INTERCEPTOR

Instructions for use



English
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Instructions for use

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INTRODUCTION

Congratulations on your purchase of the INTERCEPTOR Battle game.

INTERCEPTOR is the modern version of the classic game of battleships. However INTERCEPTOR does not limit itself to battles at sea – now you can enjoy battles in outer space and on land too, you can fight mixed battles and even have to destroy sea monsters and pirate ships while you are searching for the hidden treasure on a remote island.

This electronic game uses LED technology and realistic sound effects to act as a user friendly partner, guiding you through the match. A joystick with integrated fire button makes it easy to select your targets.

This instruction book will help you to get the best out of your product so please read it carefully and take note of its contents. Keep the instruction book in a safe place as you may need to refer to it later.

Please take special note about the instructions regarding batteries.

AIMS OF THE GAME

Whether you are playing any of the six games, each player begins the match with a set of units.

Before battle commences, the positions of these units must be recorded in the computer.

The game may then start.

The aim of the game is to identify the positions of the enemy's ships in order to destroy the whole fleet. This is achieved by taking turns to select coordinates and firing weapons to try to hit your opponents vessels or crafts.

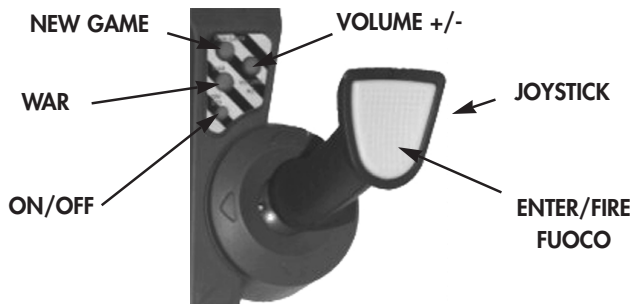
Have fun!

Lexibook Junior

Wey, Hey
Let's play !



KEYS/SWITCHES



- ON/OFF:** to turn on and off the game.
- WAR:** to start the battle, or to enter demo mode.
- NEW GAME:** to start a new game, or to listen to the sound effects.
- VOLUME +/-:** to adjust the sound volume.
- JOYSTICK:** to select coordinates.
- ENTER/FIRE:** to confirm a selection, to fire or to cancel a vessel.

LED AND SOUNDS

The LED (these are vertical and horizontal rows of red lights) are lighting up and flashing in different pattern to indicate the coordinates, hits or the winner, or to prompt you for an input.

This game uses numerous sound effects to comment to game play.

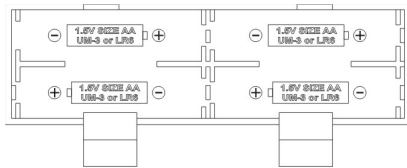
Together the LED and sound effect will guide you through the game.

FIELDS OF PLAY

OWN BATTLE AREA:	position your units here
ENEMY BATTLE AREA:	record the shots you have fired at the enemy here
WHITE PEGS:	to indicate unsuccessful shots
RED PEGS:	to indicate direct hits
BLACK PEGS:	to indicate unsuccessful shots IN SEA/GROUND, GROUND/SPACE BATTLE and the island in TREASURE HUNT
YELLOW PEGS:	to indicate direct hits IN SEA/GROUND, GROUND/SPACE BATTLE and the treasure box in TREASURE HUNT

INSTALLING THE BATTERIES

MIDWAY 2 operates on 4 LR6 (AA) alkaline batteries of 1.5V. You cannot use an AC mains adapter with this unit.



- Open the door of the battery compartment underneath the game.
- Insert the 4 LR6 alkaline batteries following the polarity directions as indicated on the battery compartment (see diagram).
- Close the battery compartment.
- Switch on the game.

Do not use rechargeable batteries. Do not recharge the batteries. Remove the game's accumulators before recharging them. Only charge the accumulators under adult supervision. Do not mix different types of batteries or accumulators, or new and used batteries and accumulators. The batteries and accumulators are to be positioned according to their polarity. Used batteries and accumulators should be removed from the toy. The battery or accumulator terminal points should not be short-circuited. Do not throw batteries into a fire. Remove the batteries in the event of long periods of non-use. When the sound becomes weak or the game no longer responds, consider changing the batteries.

Warning : If the unit gets an electrostatic shock, it can be reset by pressing on/off key or remove batteries and put them back in.

PREPARING FOR GAME PLAY

Insert the Battle Screen into the base of the game as shown in DIAGRAM OF PARTS. Then lift the game grid of your Battle Area and place the cardboard with the battle ground of the mode you want to play facing upwards under the grid. You have the choice of six different game modes:

1. SEA BATTLE
2. SPACE BATTLE
3. GROUND BATTLE
4. SEA/GROUND BATTLE
5. GROUND/SPACE BATTLE
6. TREASURE HUNT

TURNING ON THE GAME AND SELECTING PLAYER MODE

Press the ON/OFF button to switch the game on.

You can adjust the volume by pressing the VOLUME+/- button.

LED 1 and 2 will alternate to light up and a sound effect will prompt you to select the player mode.

LED 1 represents 1 player mode and you will fight against the computer. If you choose LED 2 you will play in 2 player mode.

Move the joystick until the LED of your choice is lighting and press the ENTER/FIRE key on top of the joystick to confirm your input. You will hear a sound effect that tells you your input was accepted.

CHOOSING A GAME MODE

The next step is to choose the game mode. If you haven't done yet place the cardboard of the mode you want to play underneath the game grid now.

On every battle ground you will find yellow icons that mark one coordinate. These markers define the game mode and tell the computer the direction of your battle field.

While in game mode 1, 2, 3 and 6 it does not matter in which direction you place your cardboard in the mixed units game modes 4 and 5 it brings a twist to your tactical game play. Every time you choose a different direction your terrain changes and you can confuse your opponent.

Move the joystick until the LED in the vertical and in the horizontal row correspond to the marker of your card board. Confirm the coordinate with ENTER/FIRE.

For example if you play mode 4 SEA/GROUND BATTLE the coordinates you can select are A3, D9, J6 or G0 and if the marking on your battle field is pointing to the right you need to choose D9.

If you play in 2 player mode now the LED start lighting on player 2 side and he needs to select the game mode in the same way as player 1. Player 2 needs to use the same battle ground than player 1, but he can rotate the cardboard as he wishes. If player 2 chooses a coordinate that is not valid (does not belong to the game mode player 1 has selected) a error sound effect will be heard.

HOW TO SET UP THE UNITS

Now set up the units on your game grid and enter their positions into the computer.

Generally start with the smallest units, in the mixed battles first set up the ground units and in TREASURE HUNT begin with the island and the treasure box.

Follow the order given below otherwise the computer might generate errors.

To input the positions of your unit select the coordinates of one end of the unit, confirm with ENTER/FIRE, then select the coordinates of the opposite end and again confirm with ENTER/FIRE. You will hear a special sound effect to tell you that the computer registered this unit.

In case you enter incorrect coordinates the error sound effect will inform you to repeat your last entry with valid coordinates.

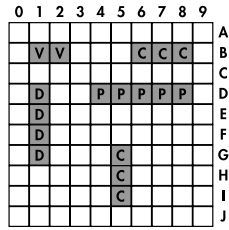
If you don't like the position of your last unit you can cancel this unit by pressing the ENTER/FIRE button fast twice. Another sound effect confirms the cancelling. You can repeat this procedure to cancel more than 1 unit.

SEA BATTLE

Order	Name	Qty. of units	No. of fields
1	Vedette (V)	1	2
2	Cruiser (C)	2	3
3	Destroyer (D)	1	4
4	Plane carrier (P)	1	5

5

Example

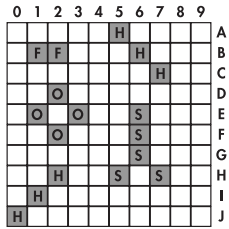


Sea vessels can be put horizontally or vertically, but not diagonally. To set up the units enter the coordinates of the two ends of the unit in any order (example: D4, D8 or D8, D4 for the Plane carrier).

SPACE BATTLE

Order	Name	Qty. of units	No. of fields
1	Fighter (F)	1	2
2	Hunter (H)	2	3
3	Orbit Station (O)	1	4
4	Shuttle (S)	1	5

Example



To set up the space ships enter

- the two ends of the Fighter (example: B1, B2 or B2, B1)
 - the two ends of the Hunter (example: A5, C7 or C7, A5)
 - the two ends (either upper and lower, or left and right) of the Orbit station (example: D2, F2 or E1, E3)
 - first the head and then of the field located between the two reactors of the shuttle (example: E6, H6).
- You cannot place any other unit on the free field between the 2 reactors of the shuttle.

GROUND BATTLE

Order	Name	Qty. of units	No. of fields
1	Anti-tank gun (A)	1	2
2	Rocket launchers (R)	2	3
3	Missile launcher (M)	1	4
4	Tank (T)	1	5

Example

0	1	2	3	4	5	6	7	8	9
	A	A				R	R	R	
	T	T							
	T							M	M
	T	T						M	M
					R				
					R				

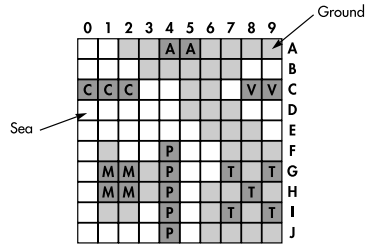
To register your ground units enter

- the two ends of the Anti-tank gun (example: B1, B2 or B2, B1)
- the two ends of the Rocket launcher (example: B6, B8 or B8, B6)
- the two ends in diagonal (either upper left and lower right, or upper right and lower left) of the Missile launcher (example: E8, F9 or E9, F8)
- the two ends in diagonal (either upper left and lower right, or upper right and lower left) of the Tank (example: D0, F2 or 2D, F0)

Sea/Ground bATTLE

Order	Name	Qty. of units	No. of fields
1	Anti-tank gun (A)	1	2
2	Missile launcher (M)	1	4
3	Tank (T)	1	5
4	Vedette (V)	1	2
5	Cruiser (C)	1	3
6	Plane carrier (P)	1	5

Example

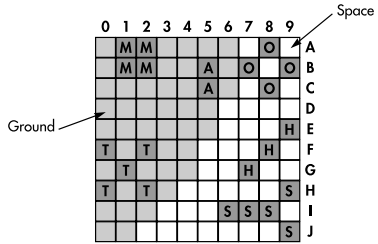


The ground units must be placed on the ground and the battle ships in the sea.
For entering their position follow the rules described above.

Ground/Space Battle

Order	Name	Qty. of units	No. of fields
1	Anti-tank gun (A)	1	2
2	Missile launcher (M)	1	4
3	Tank (T)	1	5
4	Hunter (H)	1	3
5	Orbit Station	1	4
6	Shuttle	1	5

Example



The ground units must be placed on the ground and the space ships in the space.
For entering their position follow the rules described above.

TREASURE HUNT

Order	Name	Qty. of units	No. of fields
1	Island (I)	1	12
2	Treasure box (T)	1	1
3	Jelly Fish (J)	1	2
4	Pirate ship (P)	1	3
5	Giant Squid (G)	1	5
6	Shark (S)	1	6

Example

	0	1	2	3	4	5	6	7	8	9	
A											
B		J	J								
C							S				
D		I	I			S	S	S			
E		I	I	T	I		S				
F		I	I	I	I		S				
G			I	I							
H						G		G			
I			P	P	P		G				
J						G		G			

You must place the treasure box onto the island.

To enter the treasure hunt units select

- any long diagonal of the island (example: D2, G3, or D3, G2, or E1, F4, or F1, E4; any order works)
- only one coordinate for the treasure box (E3)
- both ends of the jelly fish (example: B2, B3 or B3, B2)
- both ends of the pirate ship (example: I2, I4 or I4, I2)
- the 2 opposed ends in diagonal of the giant squid: (example H6, J8 or H8 or J6 any order works)
- first the head end of the shark and then the tail (example: C7, F7)

After you have entered your complete set of units, if you play in 1 player mode the computer will automatically set up his units and if you play in 2 player mode the game will prompt player 2 to set up his units.

You can also choose to play with less units than the complete set. When you entered the amount of units you want to use press the WAR button. In 1 player mode the computer will then set up his units. The game will use the same number of units as player 1. In 2 player mode player 2 needs to use the same amount of units as player 1.

However in TREASURE HUNT you need to set up at least the island and the treasure box.

LET'S START THE BATTLE!

After the units are set up an alert sound effect and a LED pattern start the battle.

With the joystick select the coordinate you want to target and press ENTER/FIRE to release the shot. You will hear a specific sound effect according to the game mode you play.

If you miss a sound effect will inform you if your shot went into water, onto ground (or onto the island in TREASURE HUNT) or into the space and the LED will not flash.

With a little bit of luck you will soon land a hit. Different sound effects will tell you what kind of unit you have hit and the LED start flashing.

After you placed your shot, in one player mode the computer will shoot back or in 2 player mode player 2 has to fire to your side. The coordinate of the opponent shot will light up on your side and if one of your units was hit the LED will start flashing.

When it is your turn again the LED of your last shot will light up again and you can select a new target.

Once you landed a hit try to hunt down and destroy this unit. When you hit the last remaining field of unit you will hear an alarm sound effect and then the destruction of this unit.

Be the first one to destroy all the units of your opponent to defeat your enemy and become the winner of this game. A winner hymn will be played and on the winner side a victory LED pattern will light up.

Special rule for TRASURE HUNT

Your aim is to find a treasure box on a remote island and to sail away with it. In order to do so you first must kill all the sea monster and sink the pirate ship that guard the treasure.

That means even if you already found the island (sound effect of missed shot onto ground) and the treasure box earlier in the battle you first must destroy all the units surrounding the island. Then with your last shot you need to hit the box to become the victorious treasure hunter.

HOW TO USE THE PEGS

The pegs are used to keep track of the coordinates you already targeted, the hits you landed and the hits your units have already taken.

In game mode SEA, SPACE and GROUND BATTLE use the white pegs to mark your missed shots and the red peg to mark your hits on the vertical battle area of your enemy. Place a red peg on top of your units on your own battle area every time they take a hit.

When you play game mode SEA/GROUND or GROUND/SPACE BATTLE take the white pegs to mark missed shots onto ground and the black pegs for missed shots into water or space. For hits on ground units use the red pegs and for hits on sea or space units take the yellow ones.

In TREASURE HUNT the white pegs are for missed shots into water, the red ones for hits on monster and the pirate ship, the black ones for the island and the yellow peg marks the treasure box.

TACTICAL TIP FOR SEA/GROUND AND GROUND/SPACE BATTLE.

With a few clever placed shots you can find out the direction of your opponents battle ground. Just listen if your shots went onto ground, into sea or space and you know how the cardboard is aligned.

Once you know the terrain of the other side it will be easier for you to destroy the units. There are not many places to position the large units like the plane carrier or the tank. Where could the gun boat be hidden? This will give you the tactical advantage to defeat your enemy.

STARTING A NEW GAME

After a battle is won or lost press the NEW GAME key to challenge your opponent again and start a new battle. The computer will ask you then to start by selecting the player mode.

You can press the NEW GAME key every time during the game play to begin a new match.

SWITCHING THE GAME OFF

Press the ON/OFF key any time during the game and the computer will switch off with a farewell melody.

If the game receives no input for 5 minutes it will switch off automatically on its own in order to save battery power.

SFX MODE

Even if the sound effects are easy to recognise you have the possibility to use the SFX mode to get familiar with all the sound effects and melodies.

While the game is switched off press the NEW GAME key. Now select any of the coordinates mentioned in the table below and press ENTER/FIRE. After the confirm sound effect you then can check out the associated sound.

Press the NEW GAME key to leave the SFX mode and start a new battle or switch the unit off by pressing the ON/OFF key.

Description	Coordinates
Shot in SEA BATTLE	A0
Shot in SPACE BATTLE	A1
Missed target on water	A2
Missed target in space	A3
Battle ship hit	A4
Space ship hit	A5
Battle ship destroyed	A6
Space ship destroyed	A7
Shot in GROUND BATTLE	A8
Missed target over ground	A9
Ground unit hit	B0
Ground unit destroyed	B1
Input-Prompt during game setup	B2
Error	B3
Input accepted	B4
Vessel accepted during game set up	B5
Shot in TREASURE HUNT	B6
Monster or pirate ship hit	B7
Monster or pirate ship destroyed	B8
Treasure Box hit	B9
Alarm, target destroyed	C0
Alert, let's start the battle	C1
Unit cancelled	C2
Welcome melody	D0
Winner hymn	D1
Farewell tune	D2

DEMO MODE

While the game is switched off press the WAR key. You will hear all sound effects and melodies played one after the other. To leave the demo mode press the ON/OFF key.

TROUBLE SHOOTING

SYMPTOM	POSSIBLE CAUSE	SOLUTION
Does not work	<ul style="list-style-type: none"> ◆◆ Weak or worn out batteries ◆◆ Wrongly inserted batteries 	<ul style="list-style-type: none"> ◆◆ Replace batteries ◆◆ Check battery positions
Does not react when a vessel is hit	<ul style="list-style-type: none"> ◆◆◆ For the computer, the vessel is elsewhere. ◆ This key has already been hit (the explosion occurs only the 	<ul style="list-style-type: none"> ◆◆ Enter the coordinates carefully ◆◆ Put a red peg on hit keys

	first time the vessel is hit)	
Refuses to enter a vessel's position	Wrong position such as: ♦♦ Incorrect size or shape of unit or inferior to 2 fields ♦♦ Vessel type already entered (except for Cruisers and Hunters)	♦♦ Check on Chapter HOW TO SET UP THE UNITS the authorised vessel number and size
Computer plays with incorrect units	♦♦ Units were set up in the wrong order	♦♦ Start a new game and follow the order
All the keys making up a vessel have been hit, but the vessel is not sunk/desintegrated.	♦♦ There are two vessels next to each other.	♦♦ Go on playing

MAINTENANCE

MIDWAY 2 contains delicate electronic components. It is not shockproof. Handle it carefully and do not expose it to high temperatures or get it wet. Do not leave in the sun. Clean MIDWAY 2 with a soft, slightly damp cloth. Do not use any detergents or cleaning products. Remove the batteries if the game is not to be used for extended periods.

WARRANTY

MIDWAY 2 is covered by our standard manufacturers warranty of 2 years from the date of purchase. In the case of a fault return the unit to the address given below for replacement or repair, at our discretion. A copy of your sales receipt must be provided, or other proof of purchase. This warranty does not cover damage or faults occurring through misuse, damage or abuse.

This does not affect your statutory rights.

Ref : GT4000

Warranty : 2 years.



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