

POCKET ARCADE®

Instruction Sheet

KNIGHT'S MISSION™

The knight must gallop through double dragon jeopardy to reach the princess on the other side. Each time the knight reaches the princess he earns a point on the SCOREKEEPER. If the dragon catches him along the way, he must retreat to the starting position and try again.

To begin, place the STOP/START switch in the STOP position. Wind the POWER KNOB in the direction indicated by the arrow until it stops turning. Set the SCOREKEEPER by turning the RESET wheel until an "S" appears in the SCORE WINDOW.

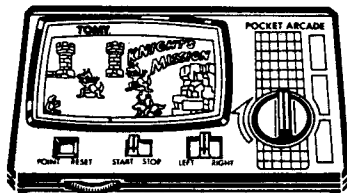
To play, switch the STOP/START button to the START position. Use the LEFT/RIGHT lever to control the direction of the knight. Try to dodge the dragons as you move toward the princess. Your score is displayed in the SCORE WINDOW at the end of the game.

8-11 points — Super Knight!

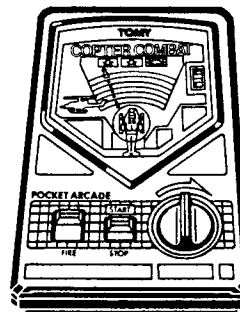
4-7 points — Champion Charger.

1-3 points — A La Average.

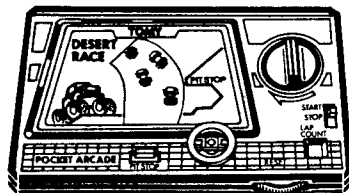
Collect all four exciting Pocket Arcade games.



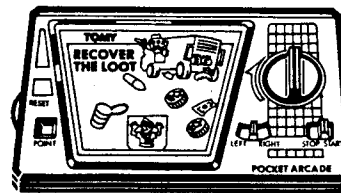
KNIGHT'S MISSION™
Double Dragon Jeopardy!



COPTER COMBAT™
It's a Blast!



DESERT RACE™
Real Road Rippin' Action!



RECOVER THE LOOT™
Grab the Money and Run!