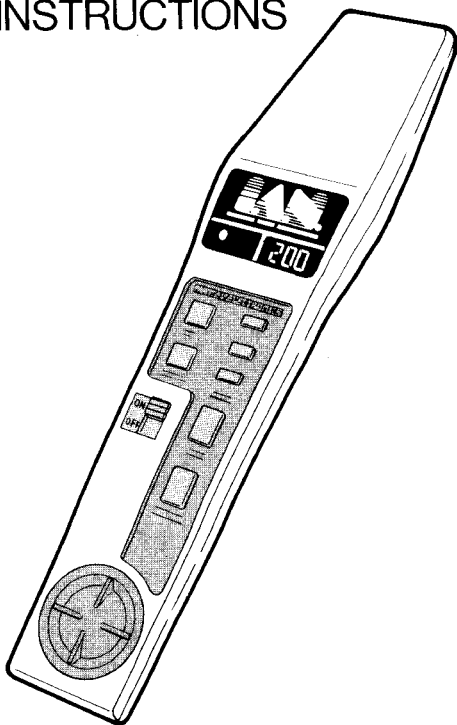


MATTEL ELECTRONICS®



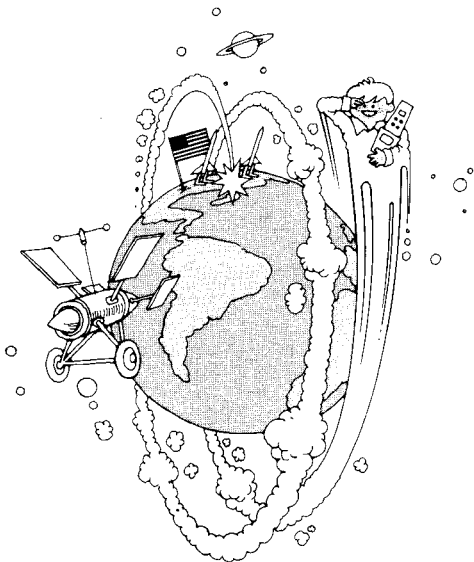
INVISIBLE ALIEN NEUTRALIZER™

INSTRUCTIONS



1994 - 0920

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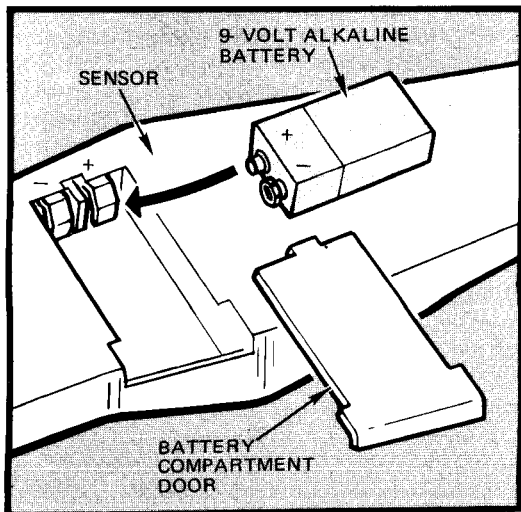
I.A.N.[™] Invisible Alien Neutralizer[™] is an electronic game of make-believe. The game is based on the presence of **IMAGINARY** invisible aliens on earth. Of course, there are not really invisible aliens on earth, such as we describe (as far as we know). Nor do you actually release energy from your Invisible Alien Neutralizer[™] sensor. So whenever we talk about aliens and energy in this booklet, remember that we're talking about **MAKE-BELIEVE** aliens and energy.

HOW TO INSERT THE BATTERY

I.A.N.[™] needs a little more than your energy to operate effectively. It also requires ONE 9-VOLT ALKALINE BATTERY; NOT INCLUDED.

TO INSERT THE BATTERY . . .

Turn sensor over. Press down on the battery compartment door and slide it out sideways, as shown here.



Fit the battery into the compartment so that the LARGE terminal on the battery is snug against the LEFT contact strip in the compartment. (The SMALL terminal should fit against the RIGHT contact strip.) The battery will fit in only one way.

Replace the compartment door.

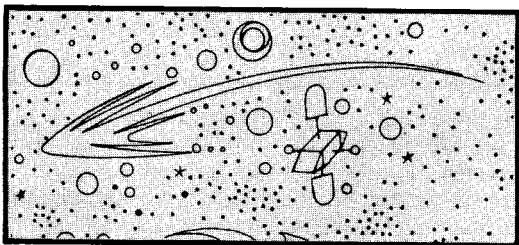


LET'S PRETEND . . .

Invisible aliens have invaded the earth. They have come from another dimension where energy (their food source) is scarce. Nobody knows what they look like, because nobody can see them. We know that they're here, however, because they are stealing our energy. With energy shortages of our own, we can no longer afford this loss.

After years of research, we now have I.A.N.[™] — the Invisible Alien Neutralizer.[™] I.A.N. tracks invisible aliens, using their energy fields as "directional signals" that you can home in on. It makes an alien's heartbeat audible, so you can tell how close it is to you. And it collects and channels your own personal energy into an "energy stream" that you can use to neutralize the aliens and return them to their own dimension.

Be careful though. Invisible aliens can pass through solid objects — walls, ceilings, doors — even hide in them. If an alien reaches you before you track and neutralize it, it will take your energy from I.A.N. and run. Good luck and good hunting!



Your I.A.N.[™] sensor is designed for INDOOR use. Bright daylight can actually "mask" an alien's presence, making it very hard to track.



OBJECT OF THE GAME:

To neutralize all four invisible aliens and absorb as much energy as possible into the I.A.N.™ sensor, so that other aliens are not strengthened by it.

CHECK YOUR GAME CONTROLS

LED DISPLAY - shows amount of energy stored in I.A.N. When Search buttons are pressed and alien is located, shows alien strength.

GREEN LIGHT - indicates, when flashing, that your aim is precise. Fire away!

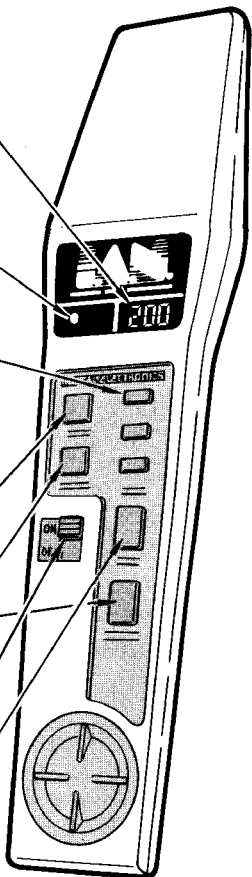
FREQUENCY BUTTONS - used to select one of three possible frequencies on which to search for an alien's "directional signal" - its energy field.

REPEL - scares alien away at high energy cost. A last resort.

SEARCH BUTTONS - used together to locate an alien, after an energy "frequency" has been selected.

OFF/ON SWITCH - activates I.A.N.

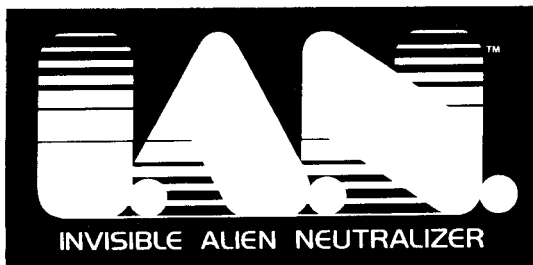
FIRE - releases blast of energy at rate of 60 units/second.



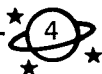
SOUNDS TO REMEMBER

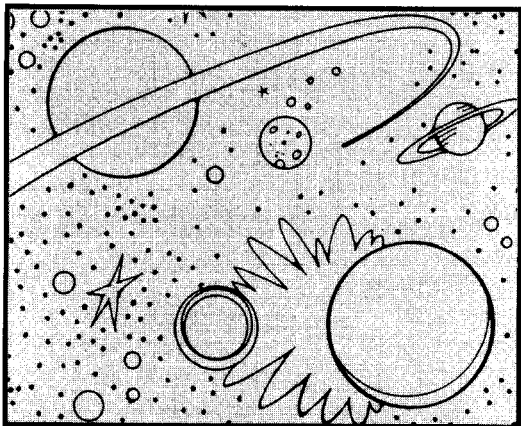
(A Refresher Course For Those Who Have Played Before)

1. Turn OFF/ON switch ON. For a faster game, hold REPEL button down while turning switch on.
2. Press one of the three FREQUENCY buttons. LED display shows 200 energy units to start. An alien starts toward you. Energy increases at a rate of 3 units/second. You hear alien's "heartbeat" grow faster as it gets closer.
3. PRESS BOTH SEARCH BUTTONS TOGETHER. Move I.A.N.TM sensor around to locate alien. Energy decreases at rate of 4 units/second. You do not hear the alien's heartbeat, but it continues moving toward you. LED display goes blank. You hear the steady BEEPING of the Directional Signal.



4. When Directional Signal gets HIGHER in pitch and LED display shows alien strength (a number from 1 to 4), move I.A.N. in a narrower circle. When GREEN LIGHT flashes steadily, release Search buttons and press FIRE. Continue pointing I.A.N. at the alien until you are finished firing.





5. Fire button releases energy at rate of 60 units/second. Minimum energy needed to neutralize alien is 40 units. Maximum is 200. Energy required depends on alien strength and distance from you.
6. If you neutralize an alien, you get 50 energy units times its strength factor.
7. If alien reaches you before you neutralize it, it takes all your energy. Game is over. Press any Frequency button to start a new hunt.
8. If alien escapes or is scared away, it disappears and does not return.
9. If an alien approaches too close and you cannot locate it, press REPEL. Alien is scared away at a cost of 100 energy units to you.
10. After four aliens are neutralized or run away, game ends. Your final energy count reads out on the LED display.

DETAILS OF THE HUNT

There are two types of invisible aliens. They behave the same, but one type is faster than the other, so you need better knowledge of your I.A.N.[™] sensor and very good judgement to neutralize them.

TURN THE OFF/ON SWITCH ON. You will automatically be set to search for the **SLOWER** aliens.

HOLD DOWN THE REPEL BUTTON WHILE YOU TURN THE OFF/ON SWITCH ON if you want to search the **FASTER** aliens.

When you turn I.A.N. on, the LED display will read **0**.

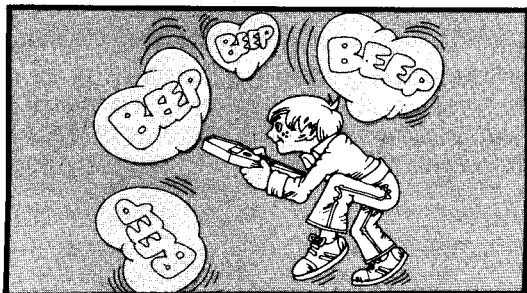


FINDING THE ALIENS

Each invisible alien has its own energy field. This makes it possible for you to locate aliens, even though you can't see them. Each alien's energy field sends out a signal, which you can pick up by using one of the three **FREQUENCY** buttons.



PRESS ONE OF THE THREE FREQUENCY BUTTONS. The LED display will change to show that you have **200** energy units. I.A.N.TM will charge itself from your personal energy, at a rate of **3 UNITS PER SECOND**, as long as you don't press any buttons other than **FREQUENCY**. (You can change your mind about the Frequency you want to search, while your energy is increasing. Simply press the new Frequency button you want.)

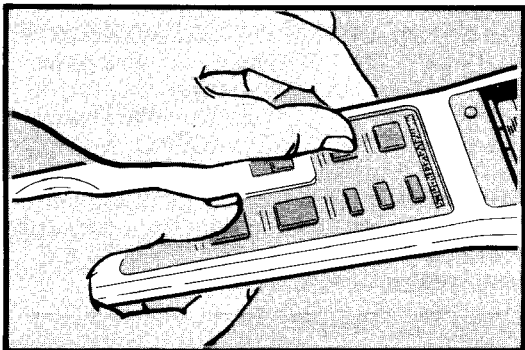


As soon as you press a Frequency button, the alien discovers your presence and starts to home in on your energy. Remember that it's hungry for your energy and will capture it if it can.

During the time that you're building up energy, you will **HEAR** an alien's "heartbeat" as it approaches you. The "heartbeat" makes a sound like "beep-BEEP, beep-BEEP . . ." growing **FASTER AS IT GETS CLOSER**. Aliens do not all start out at the same distance from you. Some will be closer, others farther away.

LET YOUR ENERGY BUILD UP A LITTLE (to about 260 units if you're searching for slower aliens), then start searching.





PRESS **BOTH** SEARCH BUTTONS TOGETHER AND MOVE I.A.N.[™] AROUND, POINTING IT IN DIFFERENT DIRECTIONS. You have now stopped building up energy and are, in fact, using it at a rate of 4 ENERGY UNITS PER SECOND. You do not see this OR your total energy units on the LED display while you are searching. The display goes blank.

During your search, you will HEAR the CONSTANT "BEEP . . BEEP . . BEEP" of the alien's DIRECTIONAL SIGNAL. Once you have started searching, the Directional Signal **replaces** the alien "heartbeat", so you can no longer tell how close the alien is to you. It is, however, still closing in, so if you don't locate it within a few seconds, let up on the Search buttons and press a different Frequency button. (When you let up on the Search buttons, you will again hear the alien "heartbeat" and see your energy level on the LED display.)

Keep your I.A.N.[™] sensor moving while you search. Don't be slow, especially if you're hunting the faster aliens.



WHEN YOU FIND AN ALIEN . . .

You will see its **STRENGTH** read out as a blinking number in the center of the LED display. Alien strengths range from 1 to 4. (4 is strongest.)

You will also **HEAR** the Directional



Signal get **HIGHER IN PITCH**. You know now that your aim is very close indeed. (This doesn't tell you anything about your distance from the alien, however.)

MAKE VERY SMALL MOVEMENTS WITH I.A.N.™ NOW, UNTIL YOU SEE THE GREEN LIGHT START TO FLASH. This tells you that your aim is dead center. Don't waste any more time or energy! **HOLD I.A.N. STEADY and KEEP IT POINTED AT THE ALIEN,** while you:

- **RELEASE THE SEARCH BUTTONS**
- **PRESS THE FIRE BUTTON**

BE SURE TO KEEP YOUR I.A.N. SENSOR AIMED STEADILY AT THE ALIEN UNTIL YOU ARE FINISHED FIRING, OR YOUR ENERGY BLAST MAY MISS IT.

Once the green light comes on, the alien knows you are aiming directly at it. If you continue to hold down the Search buttons after this, you simply waste energy. Meanwhile, the alien continues on toward you.

If you wait longer than 1 second to fire, after releasing the Search buttons, the alien will escape you completely and not come back. You will hear a **SERIES OF 8 NOTES** and the next alien will immediately start toward you. (During the 1 second delay time, I.A.N. will not recharge its energy. After the alien escapes, it will again start recharging.)



NEUTRALIZING AN ALIEN

The amount of energy it takes to neutralize an invisible alien and send it back to its own dimension varies depending on:

- **THE ALIEN'S STRENGTH** (Stronger aliens require more energy.)
- **THE ALIEN'S DISTANCE FROM YOU** (The closer an alien is, the less energy you need to neutralize it.)

The **MINIMUM** energy required to neutralize a very weak and very close alien is **40** energy units.

The **MAXIMUM** energy required for a strong and distant alien is **200** energy units. (If an alien is **too** far away, however, you may not be able to neutralize it at all.) Only experience will tell you exactly how much energy you need in different alien encounters.

AS LONG AS YOU HOLD DOWN THE FIRE BUTTON, YOU ARE RELEASING ENERGY AT A RATE OF 60 ENERGY UNITS PER SECOND. You can hear this release of energy as a sort of **WARBLING SOUND**. You will also see your total energy decreasing at 60 units per second.

DO NOT USE ALL OF YOUR ENERGY UNITS FIRING ON AN ALIEN, OR YOU WILL BE UNABLE TO CONTINUE THE HUNT. (The game will be over.) If this happens, you will hear a **LONG DIMINISHING SOUND** and the LED display will be set back to 0. Press any Frequency button to start the hunt again with a different group of invisible aliens.



AFTER YOU FIRE . . .

When you release the Fire button, one of three things will happen:

1. YOU NEUTRALIZE THE ALIEN and it returns to its own dimension. You hear a **RISING "ABSORPTION" SOUND**. When you neutralize an alien, you capture its energy at a rate of **50 ENERGY UNITS TIMES THE ALIEN'S STRENGTH**.

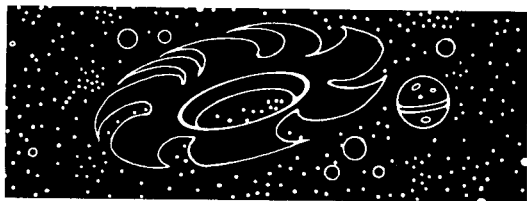
(Example: If you neutralize a strength-3 alien, you get 150 additional energy units.)



The energy units you capture are added to your energy total, which shows on the LED display. Your energy automatically starts building up again, at a rate of 3 units per second, and the next alien starts moving toward you.

2. YOU ONLY STUN THE ALIEN. You didn't use enough energy to neutralize it. The alien will stop for 1 second. **NO SOUND** will be heard during this time and your energy will not recharge.

If you have enough energy left, you can try to fire again immediately. Be sure to use more energy than you did the first time. If you wait longer than 1 second, however, it will recover from the stun and escape. It will not return and you will not have another opportunity to neutralize it. This means you lose out on the possibility of capturing its energy. When an alien escapes, you will hear a **SERIES OF 8 NOTES**.



3. YOU MISS THE ALIEN. What happens now depends on whether the GREEN LIGHT was flashing at any time during your search.

- **If the green light came on during your search**, but went off again before you fired, the alien will stop its approach for 1 second. If you have enough energy left, you can start to search again, or fire again, in that second. During this 1-second period, you will not hear the alien's "heartbeat" and your energy will not recharge.

If you do not fire or start to search for the alien within 1 second, it will escape and not come back. A SERIES OF 8 NOTES will tell you the alien has escaped.

- **If the green light did not come on at any time during your search** and you fired anyway, the alien will continue coming toward you as if nothing happened. As soon as you release the Fire button, you will hear the alien's "heartbeat" (fast now, because it's very close) and your energy will start to build up again.

If you have enough energy left (the amount depends on the alien's strength, but at least over 100 units), search again immediately and fire when the green light flashes. If you have depleted your energy, you will have to wait for it to build up before you search again. Don't wait too long. The alien is very close to you now.

EMERGENCY!!

YOU CAN'T FIND THE ALIEN AND IT'S CLOSING IN! Remember that once you press a Frequency button, an alien can sense your energy and is attracted to it. If you don't find it before it reaches you, it will take all your stored energy. You will hear a **LONG DIMINISHING SOUND** and the LED display on I.A.N.[™] will show that you have 0 energy units. That group of invisible aliens has slipped by you — taking your energy with them. To go after a different group of four invisible aliens, you must press a Frequency button, to start the hunt again.

REPEL BUTTON

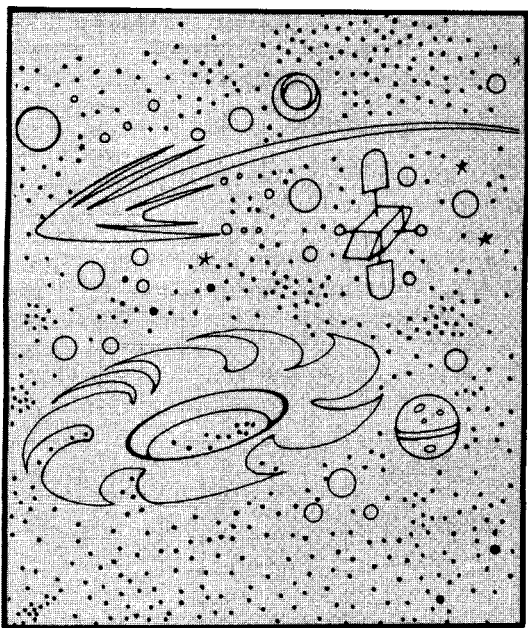
If you think an invisible alien will steal your energy before you can locate it, you can frighten it away with a circular pattern of energy, by pressing the REPEL button. The REPEL blast releases **100** energy units, so use it only as a last resort. You do not have to have located an alien for the Repel blast to work on it. Whichever alien is closing in on you when you press Repel will be frightened away.

When you press Repel, you will see your energy decrease by 100 units on the LED display. You will also hear the same **SERIES OF 8 NOTES** that you hear when an alien escapes.

When an invisible alien is frightened away, it disappears for good. You will not have another chance to neutralize it, and you lose the possibility of capturing its energy.

END OF THE HUNT

When all four invisible aliens have been neutralized or run away, you will HEAR an "ALL CLEAR" SERIES OF NOTES. The LED display will "freeze" on your final energy count, until you start a new hunt. To start a new hunt on the same level (fast or slow), simply press any Frequency button. Your energy level will be set to 200 energy units again and an alien will start toward you.



To start a new hunt on a different level, turn I.A.N.™ OFF, then ON again, following the directions for choosing a level on page 6.

FINAL ENERGY COUNT

Your final energy count is an indication of your skill in using the I.A.N.TM sensor. The more energy you end up with, the less energy the aliens end up with. You can expect a lower final energy count if you go after the faster aliens.

Rate your own skill, using the guidelines below.

SLOWER ALIENS		FASTER ALIENS
You Rate ...	Final Score	You Rate ...
Champion in the amateur leagues	Over 800	Too incredible to speak of.
Good hunter - steady aim.	600+	A hero to humanity.
Fair - you came out ahead.	400+	Medal of honor.
In need of practice - just holding your own.	200+	Pro skill - you could get drafted.
Probably a pacifist, but at least you survived.	Under 200	Nothing to sneeze at - anything over 0 is good.

SOUNDS TO REMEMBER

ALIEN "HEARTBEAT" — Two rising beeps (beep-BEEP) that get faster as an alien gets closer to you. Not heard while searching.

DIRECTIONAL SIGNAL — Continuous, steady beeps that get higher in pitch when you locate an alien. Heard only while searching.

"ABSORPTION" — A long, rising sound indicating that you have succeeded in neutralizing an alien.

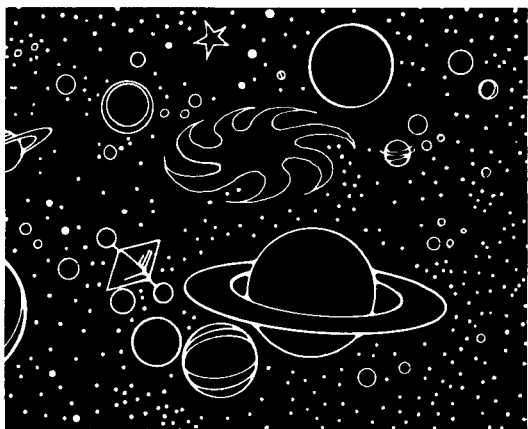
"ENERGY DEPLETED" — A long sound that drops in pitch, indicating that you have lost or depleted all of your energy. The hunt is over, until you press any frequency button again.

SERIES OF 8 NOTES — Heard when an alien escapes and when you press the Repel button.

FIRE — A warbling sound that continues as long as you fire.

"ALL CLEAR" — Long series of notes after which your final energy level remains on the LED display.





Number of energy units you start with . . . 200

Rate at which I.A.N.TM recharges its energy level . . . 3 units per second

Rate at which energy is used during search . . . 4 units per second

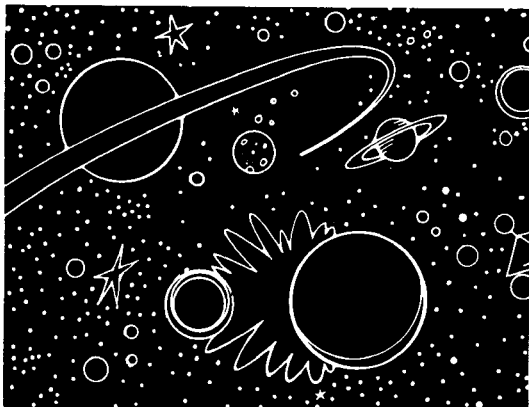
Rate at which energy is depleted when firing . . . 60 units per second

Energy spent when Repel button is pressed . . . 100 energy units

Amount of energy captured when alien is neutralized . . . 50 times alien strength

Range of alien strengths . . . 1 to 4 (4 is strongest)

Range of energy required to neutralize an alien . . . 40 to 200 energy units



CONTROLS TO REMEMBER

FREQUENCY buttons — used to select one of three possible frequencies on which to search for an alien's "directional signal" - its energy field. You can switch between Frequency buttons as often as you like.

SEARCH buttons — used TOGETHER to locate an alien, after a frequency has been selected.

FIRE button — releases energy "stream" at an invisible alien at a rate of 60 energy units per second.

REPEL button — releases a circular pattern of intense energy that scares an alien anywhere within its range away. Costs 100 energy units.

OFF/ON switch — activates I.A.N.TM sensor.

LED display — shows the amount of energy in I.A.N. except during search. During search, shows alien strength.

GREEN LIGHT — indicates that your aim is precise enough to fire.

FINE POINTS OF THE HUNT

1. When you start the hunt for slower aliens, let your energy build to about 260 units before searching. You will have more energy to use and the alien will be closer when you fire (requiring less energy to neutralize).

You cannot wait this long before searching for faster aliens. Their approach is approximately twice as fast as slow aliens.

2. If you cannot locate an alien on one frequency within several seconds, switch to another frequency. If you locate an alien but have trouble pinpointing your aim (getting the flashing green light), quickly switch to another frequency. An alien may give a weak signal on one frequency, a strong signal on another.

3. Remember that you locate an alien through its directional **signal**. This signal may be strong at different points on the same frequency, even on more than one frequency.

4. After you pinpoint an alien, **DO NOT MOVE THE I.A.N.TM SENSOR UNTIL YOU HAVE FINISHED FIRING.**

5. An alien first becomes aware of you when you press any Frequency button. It then starts toward you, hunting your energy even as you hunt it.

An alien becomes aware of immediate danger when the green light flashes. If you release the Search buttons without firing for longer than 1 second after the green light flashes, the alien will escape and not return.

6. If you stun an alien by not using enough energy when firing, try again, but be sure to use more energy the second time. Stunning an alien only stops its approach. It doesn't weaken the alien.

7. If you pinpoint an alien, don't have enough energy to neutralize it or enough time to recharge your energy, release the Search buttons for over 1 second without firing. The alien will escape, giving you time to recharge for the next alien.

8. Be sure to let up completely on one button before pressing another — particularly when an alien is near. If you switch buttons too quickly, the second button may not respond. If this happens, simply press it again.

9. **KEEP AS MUCH ENERGY IN I.A.N.™ AS POSSIBLE AT ALL TIMES.** The more energy you gather through I.A.N., the more you replenish your own personal energy. What's more, you keep the energy you gather away from the invisible aliens.

TAKING CARE OF I.A.N.

- Treat your Invisible Alien Neutralizer™ sensor with care. If it becomes damaged, countless numbers of invisible aliens may sneak by.
- Don't drop it.
- Don't expose it to extremes in temperature. For instance, leaving it in the glove compartment of a car on a hot day could be harmful.
- Avoid getting it wet or dirty.



90-DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any of its electronic games (including hand-held electronic games) that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During this 90-Day Warranty Period, the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date-of-purchase, or when returned prepaid and insured, with proof of the date-of-purchase, to:

Mattel Electronics Repair Center
5150 Rosecrans Avenue
Hawthorne, California 90250.

Units returned without proof of date-of-purchase, or units returned after the 90-Day Warranty Period has expired, will be repaired or replaced (at our option) for a service charge of \$10.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage prepaid and insured to MATTEL ELECTRONICS REPAIR CENTER.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in material or workmanship.

IF YOU NEED SERVICE FROM MATTEL ELECTRONICS REPAIR CENTER . . .

It's available during **and** after the 90-Day Warranty Period.

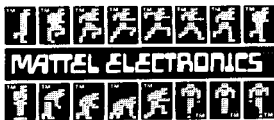
1. **Pack** the product carefully in its original box. If the box is not available. Use a strong carton with plenty of newspaper or other padding. Enclose a brief note telling us the specific problem you are having with the unit and your name and home address. Remove the battery.

2. **Print** this address on the box:

MATTEL ELECTRONICS REPAIR CENTER
5150 ROSECRANS AVENUE
HAWTHORNE, CA 90250 . . . and your return address.

3. **Send** the package by insured parcel post.

During the warranty period, enclose proof of purchase date. After warranty period has expired, enclose check or money order for \$10.00.



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