

Time Pilot™★

No. 2663

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CARTRIDGE INSTRUCTIONS

For use with the GEMINI™, Atari® 2600™ VCS or compatible game systems

- Select from three skill levels
- For one or two players
- For color or black-and-white TV



Eliminate all enemies in one time period, then move on to the next. Start in 1910, and progress to 1940, 1970, 1983, and finally 2001!

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GAME DESCRIPTION

You're caught in a time warp! Earn your wings against ruthless enemy aircraft from the dawn of aviation to the superjet age and finally to the future! TIME PILOT™ takes you through the decades as you face enemies from **five** time periods:



1910: Battle the ghosts of yesteryear's dog-fighting biplanes! Their bullets are crude, but deadly all the same. Fend them off, then face the mighty Dirigible.



1940: Time warp ahead 30 years! Face squadrons of swooping monoplanes. Evade their swift attack, then eliminate the heavy bomber to move on to the next era — and more action!



1970: The enemy is more sophisticated now! Eliminate swarms of helicopters. Dodge their enemy missiles. The more choppers you down, the closer you come to success. But face the double-prop helicopter before pushing forward in time once again.



1983: It's the jet age. Swirling waves of superjets home in on your Timeship. Protect yourself, aim well, and hope you can make it. But you're not safe yet. There's the battle yet to come!



2001: You've reached the final and future battle! Duel against flying saucers in deep space. With speed, maneuverability, and deadly missiles, these are awesome opponents. But victory is not yours until you've downed the giant saucer carrier! Are you up to this challenge?

ALWAYS MAKE SURE THE GAME SYSTEM IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

Be sure the B-W/Color switch is set to the "Color" position on your game system.

One-Player Game

Use the **left** controller.

Two-Player Game (Alternating Players)

Players take turns. Player 1 uses the left controller; Player 2 uses the right controller. Player 1 begins and each turn lasts until the player's Timeship is eliminated.

Choose your Challenge.

Turn your game system on and the Title Screen will appear on your TV. For the Atari® 2600™ and compatible game systems, set the **Difficulty Switches** to select number of players and Skill Level, according to the following:

Skill 1/One Player = left B/right B
Skill 2/One Player = left B/right A
Skill 3/One Player = left A/right B
Skill 3/Two Players = left A/right A

For the GEMINI™ Video Game System, set your Difficulty Switches according to the following:

Skill 1/One Player = left A/right A
Skill 2/One Player = left A/right B
Skill 3/One Player = left B/right A
Skill 3/Two Players = left B/right B

Skill 1 is the easiest, suitable for play by beginners.

Skill 2 is a little harder. Enemies are more dangerous.

Skill 3 is the toughest challenge of all!

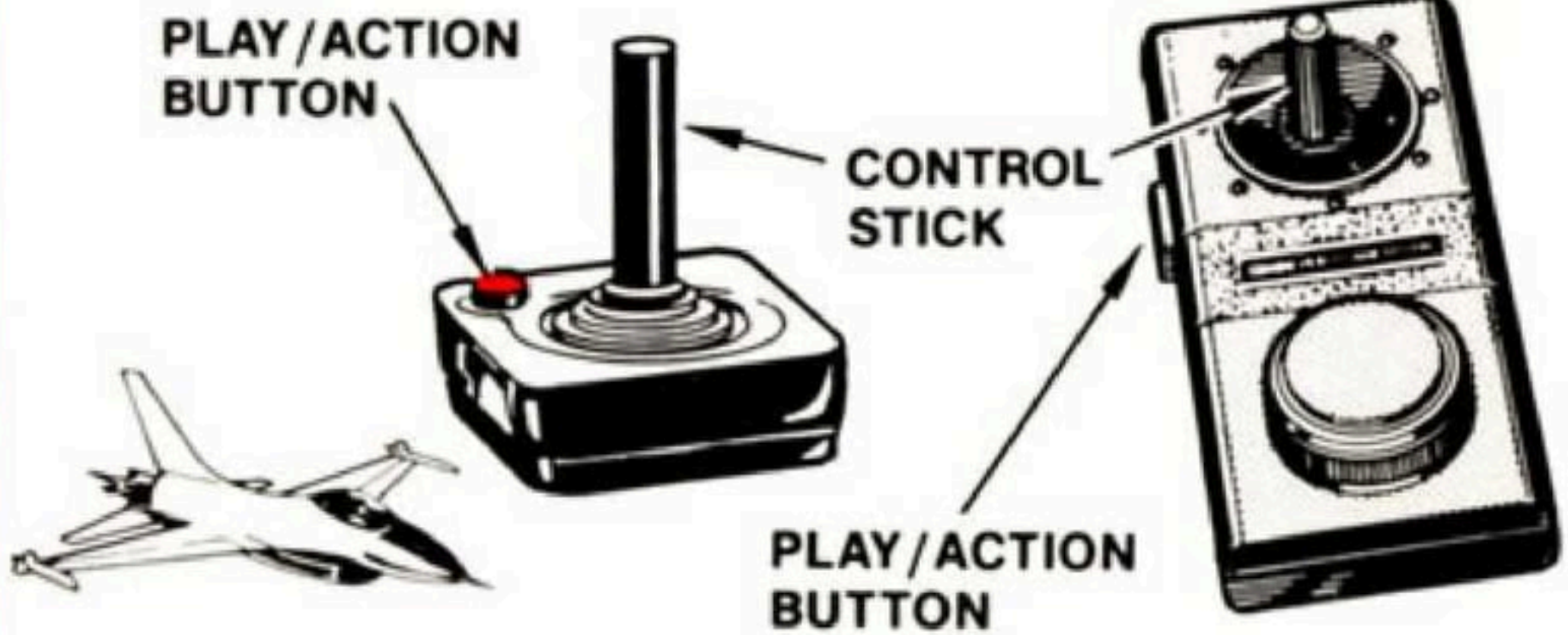
Game Select Switch: The GAME SELECT switch is not used in TIME PILOT™.

Press **GAME RESET** to start the game.

USING YOUR CONTROLS

ATARI® 2600™ VCS CONTROLLER

GEMINI™ VIDEO GAME CONTROLLER

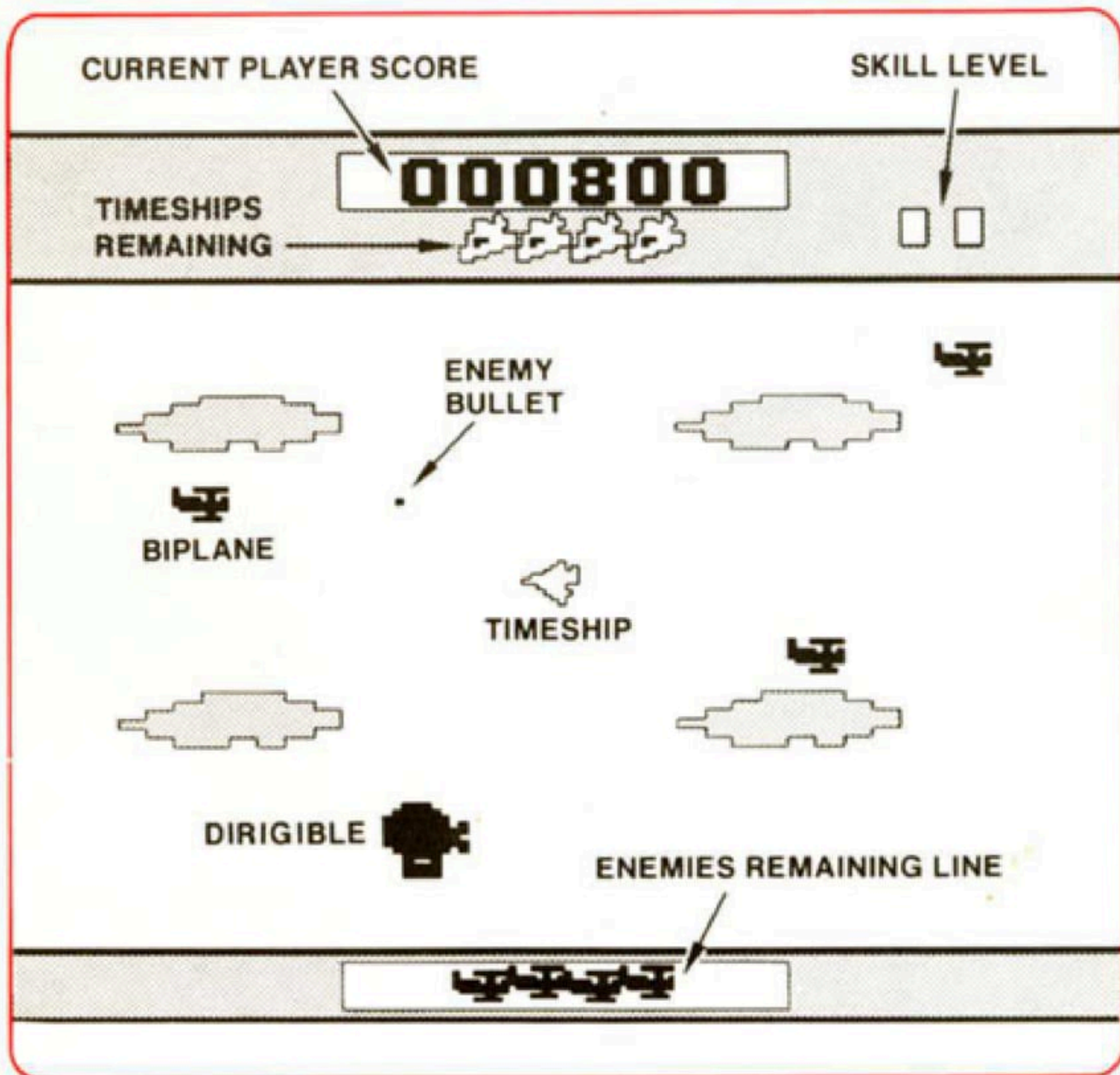


- 1. Control Stick:** Your Timeship turns to face the direction in which you press the Control Stick. The Timeship stops turning when it reaches that direction. If you release the Control Stick, the Timeship stops turning immediately.
- 2. Play/Action Button:** Press and release the Play/Action Button to make your Timeship fire bullets in the direction it faces. Tap a button to fire a short burst.

HERE'S HOW TO PLAY

Enter the time warp!

It's 1910. Your sleek Timeship battles a horde of biplanes. "Slow but deadly" is their motto. Beware of enemy bullets.

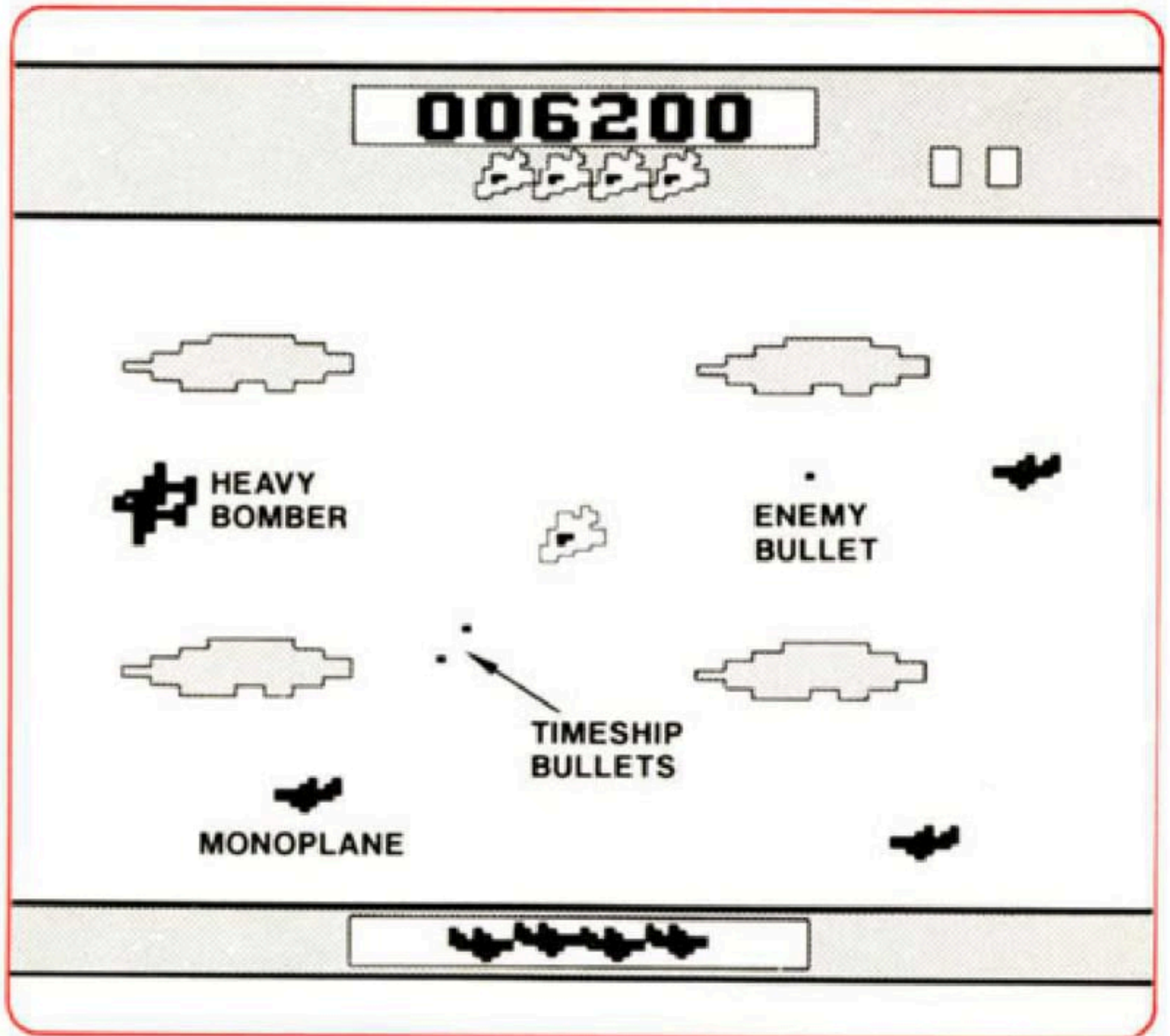


Hit the dirigible.

As you eliminate enemy planes, the Enemies Remaining line decreases. When the line disappears, the Dirigible flies into view. Your Timeship must hit the dirigible to complete this stage of battle.

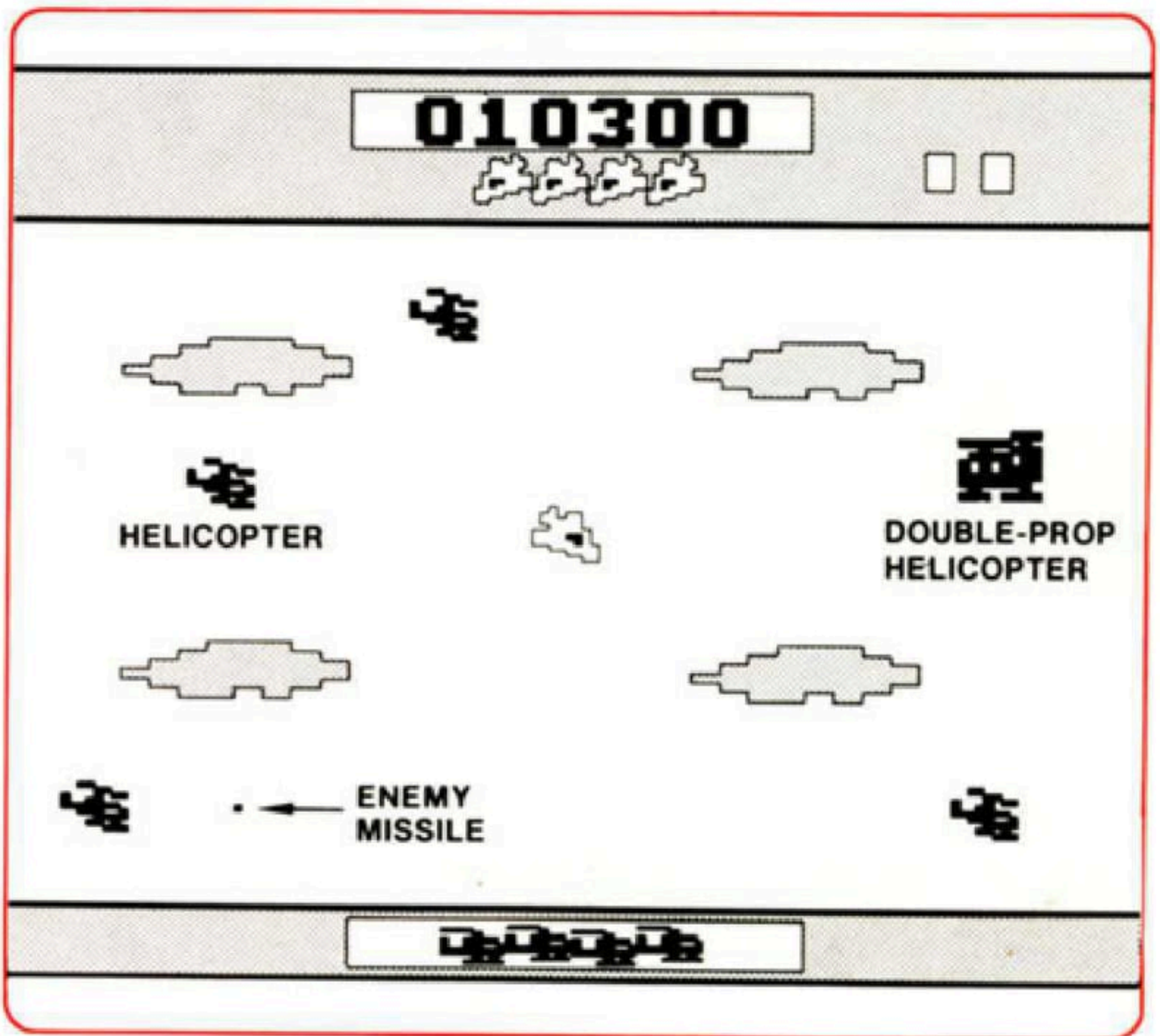
It's 1940!

Your Timeship breaks out of the time warp and moves on. The enemy biplanes are left behind. Now monoplanes menace your air space. Shoot them to shrink the Enemies Remaining line. But your battle's not over yet. There's the heavy bomber to eliminate! Hit it to move on to the next era — and more action!



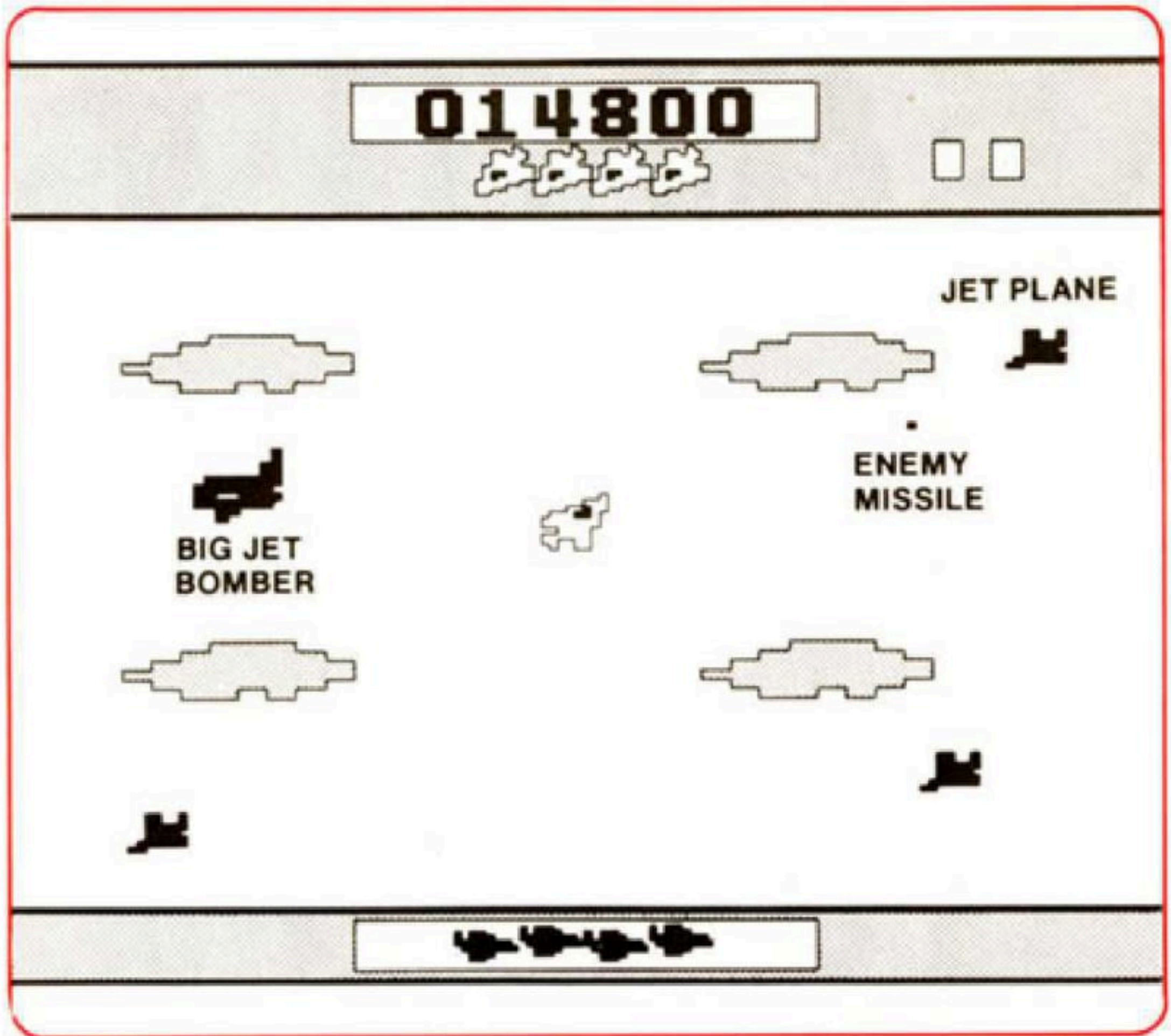
The chopper 70's.

Made it through the time warp? Look what you face now: a swarm of buzzing helicopters! Maneuverable, unpredictable, each helicopter threatens your Timeship. Watch out for the enemy missiles — or you won't make it to '83! Don't forget the double-prop chopper. Hit it to break out of the time trap.



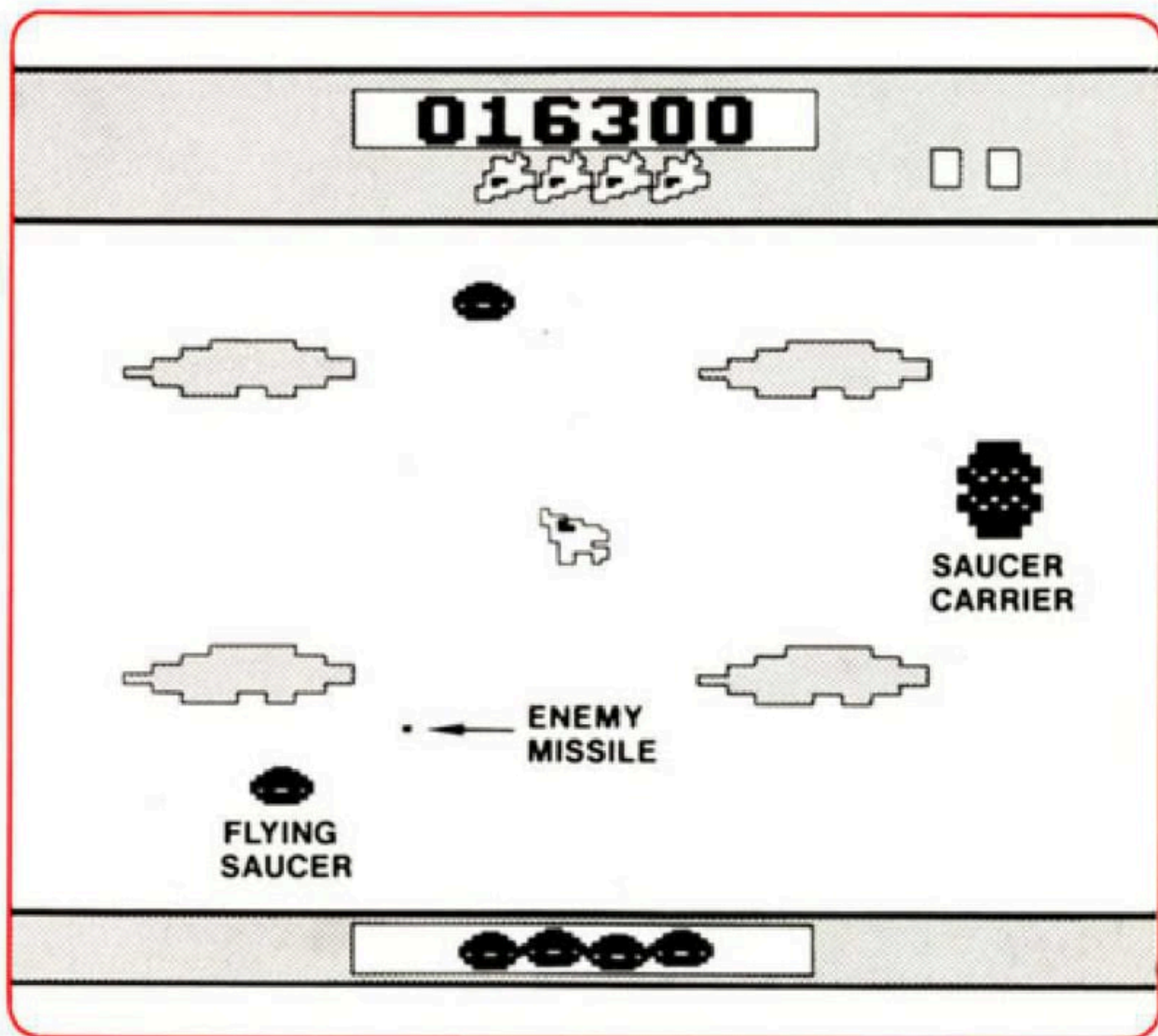
Meet your match!

They're the superjets of 1983! High-speed jets battle your Timeship. Be quick! Keep firing. Dodge! Those missiles are more deadly than ever — and fast. Eliminate the big jet bomber to move on to the final battle!



Fate of the future.






The year is 2001. Flying saucers are determined to eliminate your Timeship. Survive their onslaught, then attack the giant saucer carrier and rid the universe of these perilous foes!



Starting over

The adventure ends when all your Timeships are eliminated. Press **GAME RESET** to replay the game option you have just played. To choose another challenge, reset the Difficulty Switches, then press the **GAME RESET** to start playing.

SCORING

TIMESHIP ELIMINATES:		POINTS EARNED:
Enemy Plane or Saucer		100
Dirigible		3000
Heavy Bomber		3000
Double-Prop Helicopter		3000
Jet Bomber		3000
Saucer Carrier		3000

How many Timeships?

Each player begins with five Timeships. At 10,000 points, players earn a replacement Timeship if they've lost one before reaching that score.

THE FUN OF DISCOVERY

This instruction booklet provides the basic information you need to start playing TIME PILOT™, but it is only the beginning! You will find that this cartridge is full of special features to make TIME PILOT™ exciting every time you play. Experiment with different techniques — and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism, or misuse.

Any implied warranties arising out of the sale of the video game cartridges including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 5:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.



TIME PILOT™*

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