

Zaxxon (1982) (Coleco).txt

The Official
Z A X X O N
by SEGA
Cartridge Instructions
For use with Intellivision
or Intellivision II Master Component

For one or two players
Select from four skill levels
For color TV only

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GAME DESCRIPTION

Coleco's ZAXXON, the stunning 3-D space game, takes you across alien asteroid fortresses on a special mission. The evil robot Zaxxon and its fierce armies have conquered an asteroid belt. You must stop them before they enslave the galaxy!

Find a niche in the wall on the first asteroid, then dive to the enemy surface. Evade fire from turrets, robots and enemy ships as you search for the Robot Warrior. Once you successfully cross the asteroid, you rush off into deep space. Lock horns with enemy squadrons combing the galaxy in search of your fighter. Can you thwart the evil Zaxxon?

GETTING READY TO PLAY

- Make sure the Master Component is connected to the TV and power supply is plugged in.
- TV should be on and tuned to the same channel as the Channel Select Switch on the console.
- Make sure the Master Component is off when inserting cartridge. Fully insert cartridge, with label facing up, to the indicator marks on both sides of label. Turn ON/OFF switch to ON after cartridge has been inserted.

[Diagram for Intellivision Master Component connection.]

[Diagram for Intellivision II Master Component connection.]

USING YOUR CONTROLS

Note: For a one-player game, use the left controller. For a two-player game, Player 1 uses the left controller; Player 2 uses the right controller.

[Diagrams of Intellivision and Intellivision II.]

1. Keypad: Use Keypad Buttons first to choose a one- player or a two-player game. Then use the Keypad Buttons to select game difficulty and start playing.
2. Disc: Tilt the Disc up, down, left or right to move your fighter in the direction selected.
3. Side Buttons: Press any Side Button to fire an energy blast at Zaxxon's warriors.

PAUSE Feature: Press Clear to pause during the game. Press Enter to restart the game exactly where you stopped.

HERE'S HOW TO PLAY

Note: If you are playing a two-player game, players take turns. Player 1 goes first. Each turn lasts until the player's fighter is eliminated.

Choose your game.

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Press Reset and the Title screen appears. Press the Disc, any Side Button or Keypad Button and the Game Option screen appears. Choose a one-player or two-player game by pressing Keypad Button 1 or 2. Choose a Skill from 1 to 4 by pressing the corresponding Keypad Button. Skill 1 is the easiest level, suitable for beginners. Skill 2 action is faster than Skill 1, but not as demanding as the arcade game. Skill 3 play is as difficult as the arcade game. Skill 4 is more challenging than the arcade version! If you accidentally make the wrong choice, press Reset on the game console and choose again.

Practice, warrior!

You are our last hope to defeat the evil Zaxxon - your fighter begins its run in deep space. No enemies around? You're in luck. Try the fighter. Swoop left, then right. Watch the Altitude Indicator as you press the Disc down, then up. Zaxxon's first asteroid base approaches. Watch the shadow beneath your fighter as it approaches the wall. Are you flying high enough?

Over the wall.

Many have lost against this tricky wall. Profit by our mistakes! See the niche? Raise your fighter until you can fire through it. If the laser goes through, so can your fighter!

To battle!

Your fighter rushes over the asteroid surface. Beware, warrior. Not all enemies are stationed on the ground! Yellow ships attack at the highest altitude. Swoop low to attack the violet enemies on the ground. Watch out for the dark red dodger guns hovering over the surface and the medium red dodger guns just above them! Your altitude indicator changes color to show how high you're flying. Pay attention, warrior. Robots, ships, dodger guns and gun turrets shoot back!

Fill 'er up.

Zaxxon's forces destroyed all our fuel-efficient ships in the last invasion. You must refuel frequently or lose the slim chance we have. Your Fuel Indicator flashes red and beeps when your supply gets low. How do you fill up? Shoot a fuel tank!

[Screen shot showing: Your Fighter, Wall, Niche in Wall, Player 1 Up Indicator (top left), Player 2 Score Indicator (top centre), Player 1 Score Indicator (top right), Altitude Indicator (vertical bar on left hand side of screen), Fuel Indicator (horizontal bar on bottom of screen with an "F" in front of it), Gun Turret, Fuel Tank, Mobot and Radar Tower.]

Electronic Barrier.

Zaxxon has built elaborate defenses against you. In games played at Skills 2 through 4, a deadly electronic barrier destroys any fighter that touches it. Our best warriors have perished that way! If only they had known to fly above or below the barrier to avoid it!

Attack in space.

You've made it through Zaxxon's first asteroid force. Now you must fend off Zaxxon's ships in space. They fly straight at you, firing as they come. Your altitude control will not help. Be quick! Maneuver out of their way as you fire. If you collide, we will lose you!

[Screen shot of space attack: Enemy Ships, Fighter Blast, and Your Fighter are shown.]

You meet the robot Zaxxon!

Another asteroid looms ahead. Caution, warrior. This asteroid is more closely guarded than the last! Zaxxon has mounted an electronic barrier (Skills 2 through 4) on top of the inner walls. If you pass the final

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barrier, the robot Zaxxon approaches. Your fighter no longer moves forward. You can still move up, down and sideways. Make use of this mobility!

Can you hit the spot?

Only one area on Zaxxon is vulnerable -- the area with the missile under its arm. To eliminate Zaxxon, you must shoot this area BEFORE the missile fires, according to the table below. If you fail, warrior, you can still hit the speeding missile and leave the asteroid safely. If you cannot hit the missile, your fighter is eliminated!

- Skill 1.....3 hits
- Skill 2.....4 hits
- Skill 3.....5 hits
- Skill 4.....6 hits

[Screen shot of Zaxxon showdown: Robot Zaxxon, Zaxxon's Missile and Your Fighter are shown.]

The battle's not over yet!

Once you've gone past the robot Zaxxon, another asteroid challenges your skill and coordination. Then it's back into deep space to confront another wave of enemy ships.

Scoring

Fighter Eliminates:	Points
Enemy Ship	200 points
Fuel Tank	300 points
Gun Turret	400 points
Mobot	400 points
Dodger Gun	500 points
Radar Tower	1000 points
Zaxxon's Missile	1000 points
Robot Zaxxon	5000 points

Bonus Fighters

Each player receives five fighters at the start of the game. You receive one bonus fighter each time you earn 10,000 points.

THE FUN OF DISCOVERY

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