

ZAXXON

US Gold

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INSTRUCTIONS

The Object of the Game

Zaxxon is a classic space encounter in which you find yourself at the controls of an attack space shuttle spacecraft. You must strafe the enemy Asteroid City in an attempt to destroy fuel tanks, gun emplacements, missiles and enemy aircraft. With the aid of an altimeter you must barnstorm your way through narrow wall openings, lethal electronic barriers, and deadly rocket fire. A successful attack run across the Asteroid City leads you to a deep space dogfight with squadrons of enemy planes.

Surviving the perils of outer space brings you to another Asteroid City and a showdown with the Insidious robot, ZAXXON.

Successfully destroying the evil ZAXXON allows further play but with increased difficulty. The game continues until all of your ships have crashed or been lost to enemy fire.

How to Play

Using the Menu

The menu screen displays four status boxes: one for the present number of players; one for the skill level; one displaying whether keyboard or joystick is selected; and finally, the largest box which displays the current keyboard selection for movement, fire, etc. Further to this is a list of keys to press which perform various functions.

'S' to start;

'I' to go to the instruction pages;

'P' to change the number of players (this is a toggle putting 1 to 2 or 2 to 1);

'L' to change skill level (this loops through "easy", "fair", and "hard");

'K' to define the game keys - you are asked to press your key selections with the option to reselect should you make an error;

'J' to make a joystick selection (keep pressing to loop through selections).

If the machine is loaded and left unattended the game will self-demonstrate.

When you press 'S' to start the game you are asked to input your name, which can be up to eight characters. This input routine has an erase facility using the normal Spectrum 'Delete' keys. When you are finished inputting your name press 'Enter' to start the game itself. From now on the program will refer to each player by name - a unique feature of this game.

Shuttle Craft

Your ship is controlled in the normal aircraft manner. Pull back on the stick to climb, push forward to dive. Left and right turns are made by moving the stick to the left or right, and the trigger button fires your laser cannons. An altimeter on the left hand side of the screen helps you determine your altitude.

This is especially helpful when navigating through the wall openings and electronic barriers, as well as in deep space dogfights. The fuel gauge indicates fuel remaining, which is replenished by destroying the fuel depots in the Asteroid Cities.

Electronic Barriers

In the early levels of play, you must fly over the walls and under or over the deadly electronic barriers erected to protect the Asteroid City. As play progresses, the walls become more impenetrable, leaving only small openings to pass through. These openings are also protected by electronic barriers, so your task is doubly difficult. Fire your lasers at the electronic barriers to gauge your position in relation to the openings.

The Asteroid Cities

At the beginning of your mission you enter the first Asteroid City. You must successfully make your way through the city and destroy as many enemy aircraft as possible. The higher your tally here, the fewer aircraft you will encounter in deep space. You should also destroy the fuel depots to increase your own supply of fuel and also score points. Finally, you should destroy as many radar towers, gun emplacements, and base missiles for the highest possible score.

Deep Space

Successfully negotiating the perils of the Asteroid City leads to deep space and encounters with those enemy aircraft that survived your earlier onslaught, as well as enemy tracing satellites. The size of the aircraft indicates their altitude. (Smaller planes are not as high.) The number of enemy (EP) remaining is displayed in the upper right hand corner of the screen. When all enemy planes have been destroyed a bonus of 1000 points is awarded.

The Confrontation

Your flight through the perils of deep space will, if successful, bring you to yet another Asteroid City. But this one is different, it is the fortress of ZAXXON, the deadly robot who will appear launching seeker-missiles. Destruction of the robot requires three direct hits on its missile launcher. After you conquer ZAXXON, the round advances and the difficulty increases. If you lose your ship inside an Asteroid City your next ship will be launched at the beginning of that city. The gameplay ends with the loss of your last ship. An additional ship is awarded for scoring 20,000 points.

Scoring

Radar Towers.....	1000
Fuel Tanks.....	300
Gun Emplacements.....	200 or 500 (random)
Base Missiles.....	150
Enemy Planes.....	100 (increases by 50 each round)
Satellites.....	300
Robot Missiles.....	200
ZAXXON.....	1000