

**COLLECTOR  
VISION  
Games**

Guide No. 099217

CARTRIDGE  
INSTRUCTIONS

# 1942



The year is 1942, and the war rages on in the Pacific. Intelligence just delivered an important report about the enemy air force gathering in a secret location, and now is the perfect time to launch a surprise attack to try to inflict maximum damage on the enemy's military forces.

Thank you for selecting the 1942 game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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## GAME SETUP

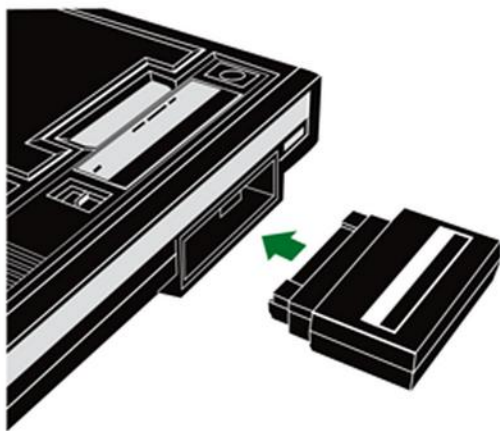
Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

Before you can play with the 1942 game cartridge, you must first insert the Coleco Super Game Module into the front expansion port, as described by the image below.

Plug a compatible hand controller into joystick port #1. For a two-player game, plug another hand controller into joystick port #2. Any compatible controller should normally function with 1942, but if you use a third-party controller without a numeric keypad, you will not be able to pause the game during play.

Insert the 1942 game cartridge firmly into the cartridge port, with the label facing you. Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing.

**Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.**



## USING THE CONTROLLER

At the title screen, tap the joystick up or down to move the plane cursor and select between a one-player or two-player game, and then press either trigger button to confirm your selection. A third option, "CONTINUE", will appear on the title screen after a previous game session ended in game over, and this option lets you restart the game from the last stage you previously reached.

During the game, use the joystick to move your P-68 Lightning around the screen. Press the left trigger button to fire your guns. Press the right trigger button to perform a Loop-the-Loop.

Press [★] on the keypad to pause the game at any time. Press [★] again to resume play. This works on both controllers.

In the two-player game, players play alternately: When one player loses a plane, the other player takes over with his own plane.

## HOW TO PLAY

The year is 1942, and the war rages on in the Pacific. Intelligence just delivered an important report about the enemy air force gathering in a secret location, and now is the perfect time to launch a surprise attack to try to inflict maximum damage on the enemy's military forces.

However, to maintain the element of surprise, you will be carrying out this daring mission alone, in your Lockheed P-38 Lightning fighter plane. Your aircraft carrier will take you as close as possible, and from there, you'll have to pilot your plane skillfully as you destroy squadrons of enemy planes of all sizes in an epic non-stop dogfight.

## HOW TO PLAY (continued)

You begin your mission taking off your aircraft carrier. As you fly over enemy territory, you will encounter multiple types of enemy aircraft coming at you with the sole purpose of putting an abrupt end to your mission. Shoot them down with your guns! Keep in mind that bigger planes require multiple shots before they are brought down, but they are worth more points.



If your plane collides with an enemy plane or with an enemy bullet, you lose a plane, so keep moving to keep your plane in one piece. You start with 5 planes, and when all your planes have been destroyed, the game is over. If you manage to pass the 32nd stage of the game, your mission will be successfully completed!

You can temporarily evade collisions with enemy planes and projectiles by performing a Loop-the-Loop (press the right trigger button). The "R" indicator at the top of the screen lets you know how many Loop-the-Loops you can still perform. This "R" indicator gets replenished after you lose a plane, and also each time you land on your aircraft carrier.

## HOW TO PLAY (continued)

When you see a squadron of red planes, shoot them all down and a floating "POW" symbol will appear. You can pick up this "POW" symbol by touching it with your plane. The color of the "POW" symbol indicates its effect:

**Green POW:** Doubles the firepower of your plane. You lose this upgrade when your plane is destroyed by the enemy.

**White POW:** Kills all enemy planes currently on the screen.

**Grey POW:** Wingmen appear and fly alongside your plane, providing additional firepower. Keep in mind that your wingmen are as vulnerable to enemy attack as you are, but losing a wingman does not cost you a reserve plane.

**Red POW:** Adds a Loop-the-Loop to your reserves. The limit is 3.

**Black POW:** Adds an extra plane to your reserves.

## SCORING

Small enemy planes are worth 50 points each when you shoot them down. Red planes are worth 100 points each. You'll be awarded somewhere between 1,000 and 30,000 points for destroying a bigger plane, depending on its size.

Picking up a "POW" symbol is worth 1,000 points. Some bomber planes leave behind a red shuriken symbol when you destroy them. Pick up this shuriken symbol for 5,000 bonus points.

As the end of each stage, you will land on your aircraft carrier to refuel, and bonus points will be awarded according to the percentage of enemy planes you destroyed during the stage you just completed:

100 %	50,000 Points	80 - 84 %	4,000 Points
95 - 99 %	20,000 Points	70 - 79 %	3,000 Points
90 - 94 %	10,000 Points	60 - 69 %	2,000 Points
85 - 89 %	5,000 Points	50 - 59 %	1,000 Points

You also earn 1,000 points for each Loop-the-Loop you still have left in reserve.

You earn a bonus plane at 30,000 points, 80,000 points, and then every 80,000 points afterwards.

## TIPS AND HINTS

Keep your plane some distance away from the edges of the screen, as enemy planes can appear from any direction, even from behind!

Sometimes it is preferable to concentrate on surviving rather than trying to shoot down every plane in sight. As you gain experience with the game, you will be able to predict when and where enemy planes will appear, and react accordingly.

## TEAM PARTICIPANTS

- Mystery Man: Software port and beta-testing
- Brian Klug: Software beta-testing
- Garrett Gilchrist: Manual artwork
- Vincent Godefroy: Box and label
- Luc Miron: Game manual, software beta-testing
- Dale Crum / Doc4: Game manual layout (doc4design.com)
- Toby Saint-Aubin: Electronic sourcing and assemblies

SPECIAL THANKS: Albert Yarusso, Tobie St-Aubin  
and all AtariAge forum members.

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by

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