

**COLECO
VISION™**

CARTRIDGE INSTRUCTIONS

ARMAGEDDON

by **COLECOVISION**



***Protect your planet from the alien
missile attacks!***

COLECO

ARMAGEDDON

GAME DESCRIPTION

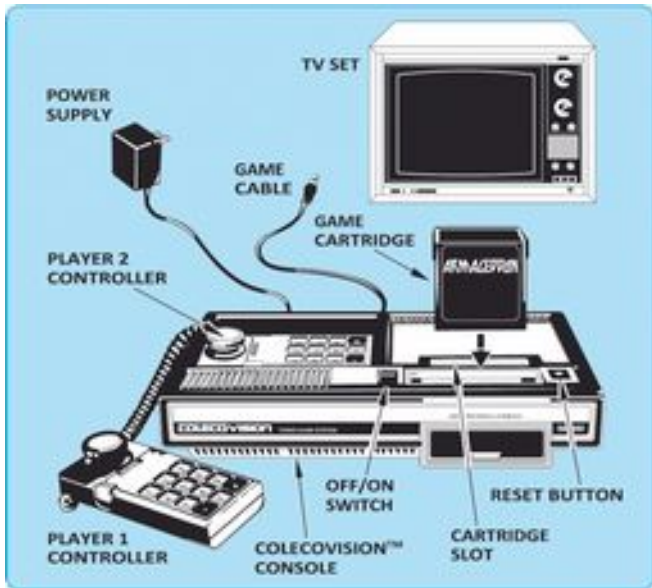
Aliens from the planet of Krytlov have begun an attack on the planet Zondar. The Krytlovians are warriors out to destroy and seize the planet of Zondar. Zondar is the last of the peaceful planets. The Zondarians are skillful and hardworking people. Their cities are built-up and rich in resources. It is truly a planet void of crime and violence.

Zondar has built a powerful defense system. Several antiballistic missile bases have been established within the cities of Zondar. The Zondarians are ready for this attack, and are prepared to fight to save their cities.

As base commander it is your responsibility to protect and defend six cities on the planet of Zondar. The Krytlovians have begun firing interplanetary ballistic missiles. They are aiming at your cities and missile bases. Your only defense is to fire back with antiballistic missiles.

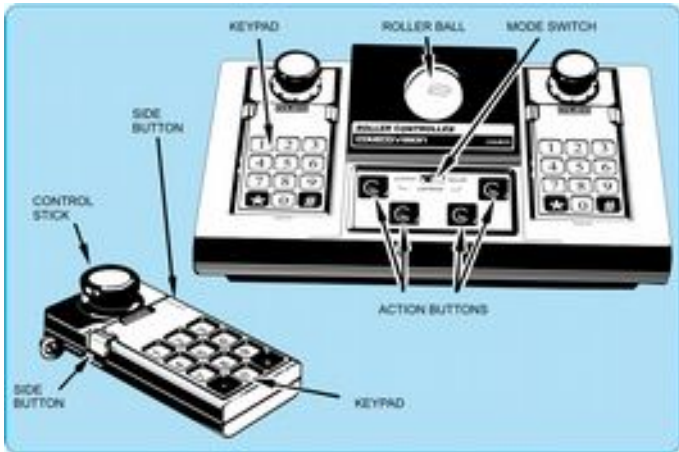
But watch out, the Krytlovians are sly. They also have multiple head missiles, smart bombs, airplanes and satellites. Use your antiballistic missiles (ABMs) to stop the enemy before your happy and harmonious planet is destroyed.

GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play Armageddon™, use the controller in Port 1 (the rear jack).
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLS



At title screen press any key or button to start a game.

If you're using **ROLLER CONTROLLER**, attach it as explained in its owner's manual. The Colecovision controllers are deactivated. You move the crosshair for your ABMs by using the trackball.

Press **button 1** to launch a missile from left site.

Press **button 2 or 3** to launch a missile from center site.

Press **button 4** to launch a missile from right site.

You can also use the keypad from standard controllers to launch missiles.

If you're using **COLECOVISION CONTROLLER**, use the joystick as a target control for your ABMs. Move up, down, right, left, or diagonally to move the crosshair to the target where you wish your antiballistic missile to explode.

Press **1, 4, 7 key or left button** to launch a missile from left site.

Press **2, 5, or 8 key** to launch a missile from center site.

Press **3, 6, 9 key or right button** to fire a missile from right site.

HERE'S HOW TO PLAY

The object of the game is to defend your cities and missile bases. The enemy fires interplanetary ballistic missiles and smart bombs, both of which are aimed to destroy your cities and missile bases.

With each wave you have a limited number of ABMs for defense. These ABMs are spread among your launching missile bases. Once you have fired all your ABMs, you are defenseless until a new wave begins.



You must protect your launching missile bases from enemy fire. Once one of them is hit, all of its contents are destroyed. The game ends when all of the cities are destroyed.

Wherever the target control is on the screen when you fire will be the exact location that your ABM explodes. Every explosion can reach other missiles creating expansive destruction waves.



Once you have launched an ABM, you can move to a new target and launch again while the first ABM is in flight. The best way to destroy the enemy is to place the target control directly in the path of the interplanetary ballistic missiles.

The ABM must make contact with the tip of the enemy's interplanetary ballistic missile.

Once a city is destroyed you no longer can defend it, so concentrate only on your missile base and saved cities. Ignore enemy fire aimed at cities already destroyed.

NOTE: The Reset Button on the console “clears” the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

SCORING

You score points when you destroy enemy shots. You also score points for unused antiballistic missiles and saved cities.

Points are scored as follows:

Unused Antiballistic Missiles.....	5 points
Interplanetary Ballistic Missiles.....	25 points
Bomb.....	50 points
Airplane.....	75 points
Saved Cities.....	100 points

Unused ABM's and saved cities are tallied at the end of each wave.

Each 2500 points a city is awarded, except if all cities are in place.

THE FUN OF DISCOVERY

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

HOW TO REACH US

CollectorVision

www.collectorvision.com

CREDITS

Program and audiovisual by CollectorVision

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COLLECTOR'S EDITION