

COLLECTOR
VISION
Games

Guide No. 099219

CARTRIDGE
INSTRUCTIONS

BOMBIER KING



Thank you for selecting the Bomber King 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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THE BATTLE FOR ALTILE

Overpopulation and pollution having ruined the Earth, world leaders decided to follow the plan put forth by Professor Altile, a genius scientist who devised a plan to terra-form a planet in a nearby corner of our galaxy. Once completed, this artificial planet would become the home of a portion of the overpopulated Earth's people.

After many feats of massive and complicated engineering, the planet became hospitable and was colonized. However, Professor Altile did not live long enough to see his dream become reality. In memory of him, the new planet was named Altile.

Several centuries later, Altile was attacked by the ruthless Xantho Empire, led by the alien dictator Xur. The invaders quickly disabled the planet's weather control systems, turning its surface into a cold and barren wasteland, which Xur wanted to use as the foundation for a galactic industrial complex.

The human inhabitants of Altile fled underground to escape the cold, and vowed to fight for their planet. However, Altile had never experienced any wars and had no military infrastructure. A distress call was sent to Earth, and Earth responded by dispatching its fastest spacecraft to deliver its payload on Altile: A powerful cyborg code-named Bomber King.

Endowed with human-like intelligence, Bomber King quickly realized that the only way to safely restore the weather control systems to their peak efficiency was to defeat Xur, which would effectively cause the Xantho armies to retreat.

This mission would be suicide if not for the special hidden supplies scattered across the planet by the humans of Altile, which Bomber King can uncover and use as he pushes ever forward into the heart of the Xantho strongholds with his powerful bombs and his energy gun.

GAME SETUP

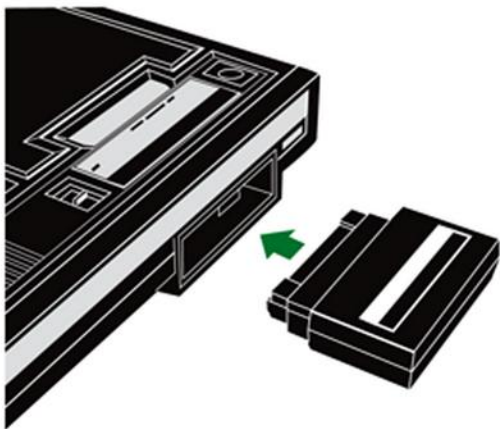
Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

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

This game is for one player only, so plug a compatible hand controller into joystick port #1. Any compatible controller should normally function with Bomber King, but if you use a third-party controller without a numeric keypad, many essential game features will be inaccessible during play.

Insert the Bomber King 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

Before you start playing, if you are using a regular ColecoVision controller to play this game, it is highly recommended to insert the keypad overlay which is bundled with your game cartridge.

At the title screen, tap the joystick up or down to move the arrow cursor next to "START" (to start the game from the beginning) or "CONTINUE" (to continue from the last point you played in the previous game that just ended) and press either trigger button to confirm your selection.

During the game, move the joystick up, down, left or right to move Bomber King in the desired direction. You can also move diagonally in open spaces.

Press the left trigger button to deposit a bomb at your current location on the screen. Press the right trigger button to fire your laser weapon in the direction you are facing.

Press either [*] or [#] on the keypad to pause the game and access the inventory screen. There is no possible interaction within the inventory screen, so once you have reviewed the displayed information, press [*] or [#] again to return to the main game.

All the other keys on the keypad are linked to inventory items. See page 9 for more details.

When you enter a shop between periods, you can purchase items by moving Bomber King over the item and pressing the left trigger button, assuming you have sufficient currency to spend. See page 8 for details.

HOW TO PLAY

You start the game in a remote open field, where the spaceship sent from Earth deposits Bomber King. The goal in each "period" of the game is to reach the exit that leads to the next period. To open this exit, you must first find a key hidden somewhere in the current period.



Move Bomber King around and place bombs to blow up obstacles such as trees and blocks, which will clear the way and perhaps reveal some hidden supply icons, including the period key. Be careful: Stand a good distance away from your bombs when they explode, or else you will receive massive damage!

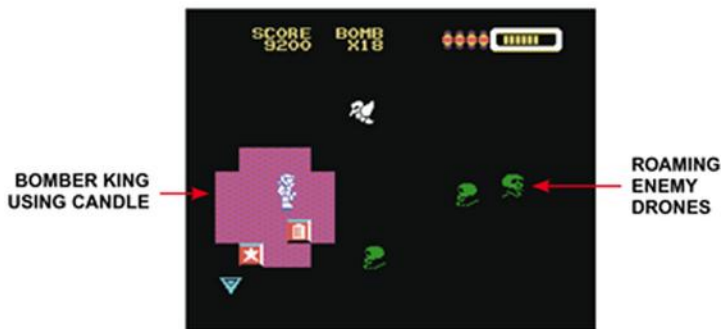
Each period is patrolled by robotic Xantho guardians. You can destroy most of these enemies with your energy gun, and earn points in the process. Your supply of bombs is limited, but many Xantho guardians drop a bomb icon when they are defeated. Pick up those bomb icons to replenish your supply.

Your life meter is constantly depleting, and when you are hit by enemies or their projectiles, or when you are damaged by your own bombs, your life meter is diminished even more. The game is over when your life meter is empty. You will also instantly die if you fall in water without wearing a Life Vest.

HOW TO PLAY (continued)

UNDERGROUND TUNNELS

As you use bombs to blow away solid obstacles, you may uncover a stairway. Going down this stairway will make you enter an underground tunnel, inside which you can find many supply icons but also many enemies. Your main problem here is that such tunnels are always plunged in darkness, so be sure to have either Candles or Lamps in your inventory before you go down into these dangerous caves.



Underground tunnels are endless. The only way to exit a tunnel and return to the main area outside is to locate an up-going stairway.

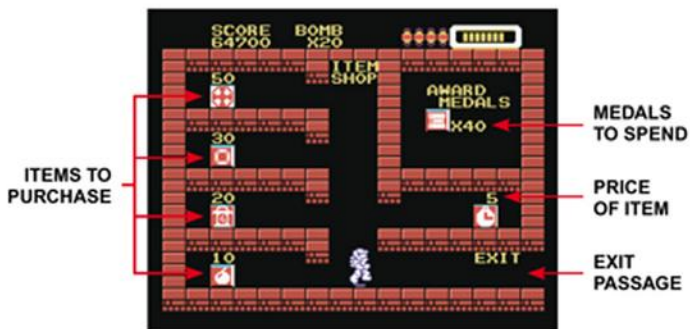
HIDDEN CHAMBERS

Underground tunnels are not the only secrets that you can uncover on Altile. Some pieces of walls at the top of the screen can be destroyed with your bombs, and you can go through these revealed openings to enter chambers with mystery statues. Destroy these statues with your bombs to uncover supplies.

HOW TO PLAY (continued)

BUYING SUPPLIES AT SHOPS

Once you pass a period, you may discover a secret shop where you can purchase supplies, using the Award Medal icons which you previously picked up along the way. The price of each item is indicated over each icon. Move Bomber King over the supply icon you wish to purchase, and press the left trigger button to confirm your purchase, assuming you have enough Medals to spend. Guide Bomber King to the exit of the shop when you are done, and prepare to tackle the next period.



BOSS FIGHTS!

The Xantho Empire is led by several boss monsters under the command of Xur, and you will encounter these bosses during your mission. Use bombs to damage them until they are destroyed, while doing everything you can to prevent your own destruction! You will earn the key to the next period after defeating a boss monster. Your final boss encounter will be Xur himself!

THE SUPPLY ICONS

The number keys on the controller keypad are mapped to the following supply items which you can pick up during your mission:



[1] Candle

Provides limited lighting in underground tunnels for a limited time.



[2] Life Vest

Lets you walk on water for a limited time.



[3] Lamp

Illuminates underground tunnels completely.



[4] Missile

Clears an entire row of obstacles until it hits a hard wall.



[5] Speed Boots

Lets you run faster.



[6] Clock

Freezes enemies for a short time.



[7] Flash

Destroys all enemies on the screen. Also damages bosses.



[8] Cross Fire

Fire your laser gun in four directions for a limited time.



[9] Megaton Bomb

Clears all obstacles and enemies from the screen.



[0] Energy Cell

Completely replenishes your life meter.

THE SUPPLY ICONS (continued)

The following supply items are used immediately when you pick them up:



Bomb Box

Adds 10 bombs to your reserves.



Power Ball

Increases the range of your laser gun. The "RANGE" indicator on the inventory screen is increased by 1.



Battery

Partially replenishes your life meter.



Shield

Gives Bomber King temporary invincibility.



Award Medal

Used as currency in the shop. One icon is worth 10 medals.



Magic Bee

Gives you a random item, like a Candle, Speed Boots, Cross Fire, etc.



Chalice

Makes the current period stop looping on itself.



Period Key

Opens the exit of the current period.



Star

100 points



Double Star

1,000 points



Triple Star

10,000 points

TIPS AND HINTS

Some power-ups appear randomly, others are always in the same place. For example, when you come across a large body of water, look for a Life Vest icon hidden nearby.

Some periods loop on themselves forever, preventing you from reaching the exit. Locate and pick up the Chalice icon to cancel this looping effect.

If you reach what looks like a dead end, be aware that some hard rocks can be destroyed with multiple bomb blasts.

Keep in mind that the out-going stairway inside an underground tunnel is horizontally aligned with the stairway you used to enter the tunnel. This tip can be useful if you run out of Candles and Lamps and are just stumbling around in the dark trying to find the exit.

Rumor has it that something wonderful will happen when you step into a hidden pool of Life Water. But you first have to open the way to such pools!

At 50,000 points, the "LEVEL" indicator on the inventory screen is increased by 1, and the damage you receive from the explosion of your own bombs will be reduced by half. Afterwards, your level will increase (and the damage from your own bombs will be cut by half again) every 100,000 points.

TEAM PARTICIPANTS

- Mystery Man: Software port and beta-testing
- Brad Dillon: Software beta-testing
- Luc Miron: Game manual, software beta-testing
- Vincent Godefroy: Box and manual
- Dale Crum / Doc4: Game manual layout (doc4design.com)
- Harvey deKleine: Electronic sourcing and assemblies

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

Team
Pixelboy
COLLECTION

by

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