

**COLECO  
VISION™**

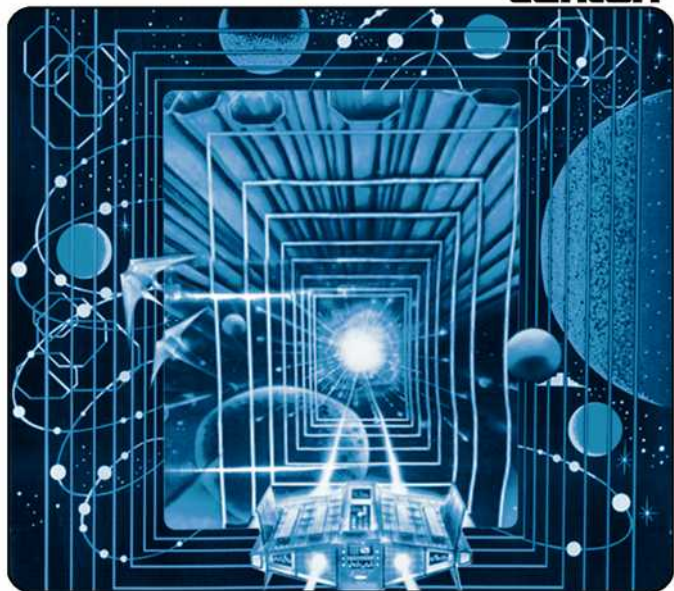
COLLECTORVision  
Games

Guide No. 092432

**CARTRIDGE  
INSTRUCTIONS**

# Challenger

**centuri**



Huge energy rings approach your spaceship from all sides. You prepare your defense. The moment arrives. You unleash your awesome triple guns and success... a direct hit... but wait... you haven't destroyed the rings but split them as they continue to approach.

**COLECO**

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## INTRODUCTION

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Challenger is the newest video game to be introduced by Centuri.

The Spaceship must avoid colliding with the Rings, or it will explode into a starburst of brilliant colors. The Spaceship dodges the Energy Ring by moving right or left across the playfield, while bursting them with the Spaceship's 3-directional guns.

Spaceship is further protected by a feature called a "Warp." Pressing up or down on the joypad will teleport you to the opposite side of the screen. It is also equipped with Superbomb that will burst every objects on screen. The ring on the other hand will shrink in size instead, unless it is already at the smallest size. One Super Bomb per ship.

If the spaceship has survived 50 seconds of playing time in a sector, it automatically advance to the next sector. You can complete a sector early by destroying all the bogeys, Rings and the bonus bug isn't standing in place.

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## GETTING READY TO PLAY

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**ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Insert the cartridge in the cartridge slot. It can be found on top of your Colecovision console right near a silver color plate that says, "Insert cartridge here". If you attempt to put the game cartridge in any other system and it does not fit, then the odds are you are not using a Colecovision. Also, it should work on the ADAM computer, and the upcoming Colecovision Phoenix console.

Make sure the Colecovision is connected to the TV somehow using the RF. The composite cable, VGA, and HDMI mods can be added to your Colecovision console if you're tech savvy

enough. Also, make sure that the power plug is inserted firmly into the console. Don't let any other wires cross it. And definitely don't have kids or cats walk all over it, it may corrupt the VRAM data.

Do not hit or abuse your Colecovision. Don't even swear at it. It may also corrupt the VRAM chip. It is that fragile.

### Choose your challenge.

Press the Reset Button. The Title Screen appears on your TV. Wait for the Game Option screen to appear. It contains a list of eight game options, numbered 1-4:

Select a game option by pressing the corresponding number button on your controller keypad.

There are 4 different skill selection option. The table shows what the difference between skill settings. Skill 3 is closer to the arcade version difficulty.

Skill number	Ship Amount	Bonus Ship	Shield
1	5	Every 50,000	Yes
2	3	Every 40,000	Yes
3	5	Every 40,000	No
4	3	Evert 30,000	No

Bonus ship will stop being awarded after you have reached over 1 million points.

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## USING YOUR CONTROLS

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Left and Right move your spaceship left and right. Up and down will teleport your spaceship from the opposite side of the screen, pressing up for example will warp your spaceship from the bottom of the screen to the upper side. Pressing FIRE 1 fires your 3 directional gun, and FIRE 2 activates your Super Bomb.

Pressing 1 or 0 on the keypad will pause the game, just in case you need to catch a falling vase or something or having the run.

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## SECTORS

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There are 4 different types of sectors that have different bogeys and events.

**Sector 1:** Features a worm that chases your spaceship relentlessly. You can either shoot it to make it blush and go away. Or let it chase you until it turns red and leave in embarrassment. Don't let the worm get you. Your shields are not enough to prevent them from entering your ship, chasing you away.

**Sector 2:** Features UFO and H-Ship bogeys.

**Sector 3:** Features a Bug bogey ship that fires chasing energy ball after your ship.

**Sector 4:** Features a black hole, where all the Energy Ring get pulled into the center and release a Expanding Energy Ring. Don't let it expand completely, it will damage your shield, or suck you in if you don't have any shield. If you get sucked in, you enter a time warp, forcing you to replay the same sector all over again.

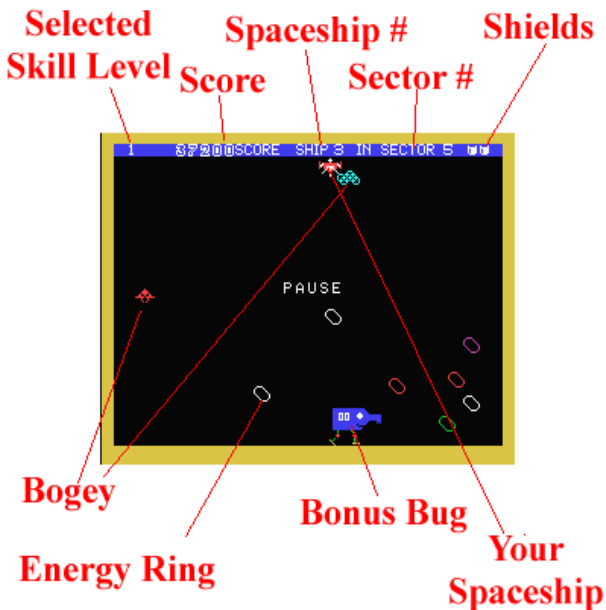
Using a Super Bomb will wipe out these Expanding Energy Ring. Or wait a bit, the Expanding Energy Ring will disintegrate instead of splitting by your shot.

These sectors repeats, like sector 1-4 are the same as sector 5-8. Only difference is the increase of amount of Energy Rings, Sector 4 introduces the red Bug Bogey enemies, and Sector 8 introduces the yellow Jellyfish Bogey.

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## HERE'S HOW TO PLAY

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Not shown, the S icon that shows between SCORE and SHIP lettering is your Super Bomb that you have in possession. You regain Super Bomb ability after getting a new ship.

## ENEMY DESCRIPTION

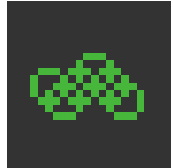
### Energy Ring

These are your normal enemies, the larger version splits while the smallest one disintegrates into nothing but awards 400 points.



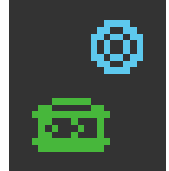
### Worm

This worm will chase you relentlessly until it turns red and gives up. Shooting this worm will make a 'Clang' noise and you'll be awarded 500 points.



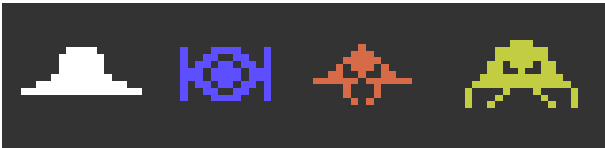
### Bus Bogey

This bogey appears randomly on the side of the screen. Once it reaches the middle of the screen, it releases a chaser beam. Shooting each of these will award you 500 points.



### Bogey

The UFO and the H-ship bogey only show up in the 2<sup>nd</sup> sectors. The Bug Bogey shows up in sector 4 and up, and the jellyfish bogey shows up in sector 8 and above. Each of the bogey has different movement, but worth 500 points if you manage to 'clang' them into starburst pieces.



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## HINTS AND TIPS

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-Use your smart bombs in Sector 4 after the black hole event is finished. Burst as many Energy Ring as you can, then use the smart bomb to destroy them all for 200 points each.

-In sector 4, after the expanding ring has appear. If you don't have any Super Bomb in your possession, then wait awhile until the Energy Ring expands to almost to the maximum, then hit them with your 3-directional gun. After about 30 seconds, you can shoot the rings to disintegrate them.

-Using Super Bomb will grant you 3 seconds of invincibility.

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## COMMENTS

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Started production on January 8th, and now finished on January 26th. I added shields and other things that aren't in the arcade due to technical limitation. If something doesn't split or spawn, that means that the game is at it maximum object limit, which is 16. The Energy Ring are capped at 15 to allow the bogey to spawn, entering the 16th object slot. I couldn't add meta-object, so I removed the big rings and added more zoom in frames for the bogey. I hope everyone enjoys this game. Thank you very much.

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## THE FUN OF DISCOVERY

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

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## CREDITS

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CHALLENGER™ is the trademark of Centuri, ©1981 Centuri, All Rights Reserved.

Program by Chris Derrig

Box by Vincent Godefroy

Manual by Chris Derrig and Vincent Godefroy

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