

**COLECO
VISION™**

CARTRIDGE INSTRUCTIONS

OSZMA WARS

by **COLECOVISION**



*Plays, sounds, and scores like the
Ozma Wars™ arcade game.*

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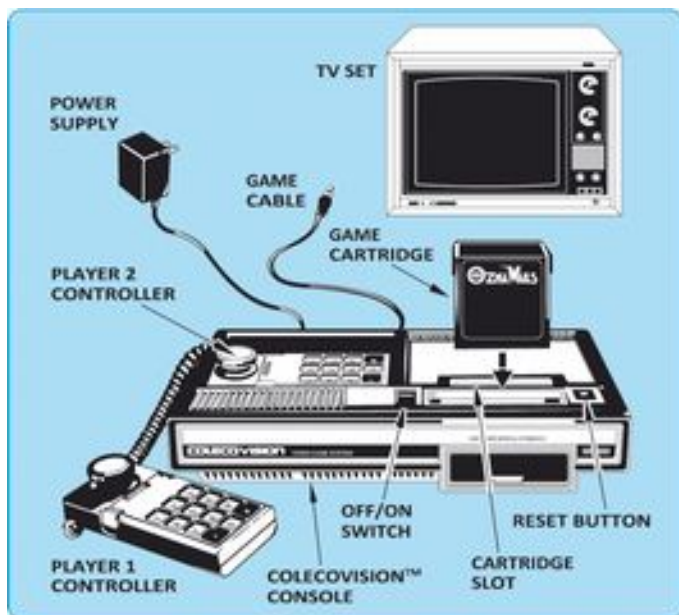
GAME DESCRIPTION

War is raging in the solar system of Ozma. Alien armies invaded the area spreading death and destruction among the Human populations living on the 4 inhabited planets of this star.

You are the captain of the Star End, a space ship sent to stop the enemies. Prepare for battle as the fight is going to be harsh! The whole mankind is threatened if this outpost falls!

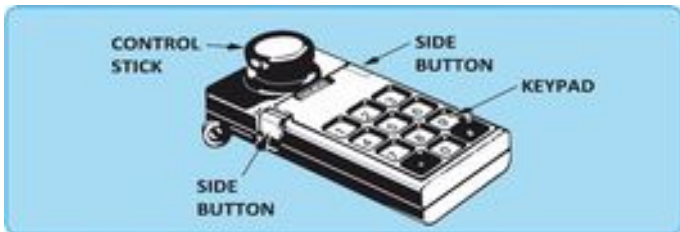
As it will be a long mission for sure, docking ships will meet you along your journey to replenish your energy.

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 Ozma Wars™, 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 CONTROLLERS



1. **Keypad:** You can pause the game by pressing *.
2. **Control Stick:** Pushing the Control Stick right or left, will move your space ship in that direction.
3. **Side Buttons:** Press any button to fire a missile.

HERE'S HOW TO PLAY

First you start off receiving energy from the docking ship by flying into the laser.

The energy reserve of your space ship which is located on the top left of the screen is constantly decrementing. Getting hit by the enemy causes a large amount of energy to be depleted.

Every so often, a docking ship will appear throwing a beam to refill your spacecraft. Don't miss the maneuver!



Destroy as many ships as you can until the remaining ones swoop by.

Shoot your way through some of the meteor fields and as you advance forward, some ships will start shooting Photon Torpedoes at you that are hard to dodge but they can be destroyed.



Your orders are simple: Shoot'em up!



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

	Targets	Points
	Truxt	10
	Krys	10
	Meteor	10
	Fots	10
	Fram	20
	Kron'g	20
	T'Rurok	20
	Axiu-An	30
	Quatuit	40
	Criox	40
	Ankhr	50
	Mions	50
	Comet	80

Note that when you've survived to all the enemy waves, the game loops and you get a bonus of 1 point per hit, with a maximum bonus of 9 points per hit (meaning surviving to 9 or more loops).

THE FUN OF DISCOVERY

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

HOW TO REACH US

bfg.gamepassion

<http://bfg-gamepassion.blogspot.com>

CollectorVision

www.colecovision.dk/collectorvision.htm

CREDITS

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