



**COLLECTOR
VISION
Games**

Guide No. 099297

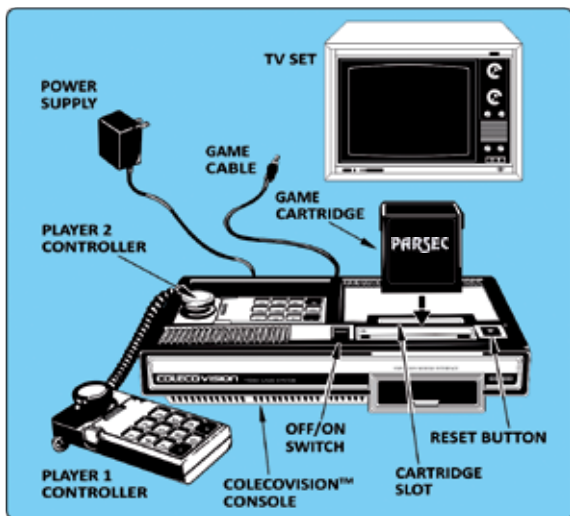
CARTRIDGE
INSTRUCTIONS

PARSEC

GAME DESCRIPTION

Fly into combat with the starship PARSEC. Destroy rebel alien fighters and cruisers by outmanoeuvring them and laying down withering fire from your laser. Then try to survive the deadly asteroid belt!

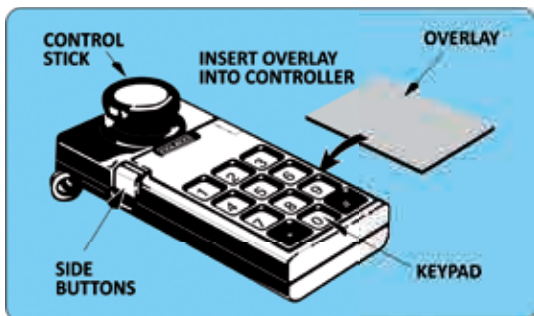
GET READY TO PLAY



- Make sure the COLECOVISION™ or compatible 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 accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



By pressing 4 on the Keypad at title screen, you can enable the use of **Lundy Electronics' Speech Synthesizer** (www.lundyelectronics.com).

Use the Control Stick to move your starship across the screen. Press either Side Button to fire the laser.

You can change the speed Lift by pressing 1,2 or 3 on the Keypad. Press * key to pause the game (the words TIME WARP ACTIVATED appear directly below the planet surface).

HERE'S HOW TO PLAY

You are the commander of the starship PARSEC patrolling an alien planet. Suddenly, the onboard computer announces that you are about to come under attack by small alien fighters and large, heavily armed, hostile alien cruisers!

The fighters are highly mobile, and unless they are eliminated by your laser, they fill the screen, restrict manoeuvring of your craft, and may cause deadly collision. The cruisers are highly aggressive and their armament devastating. Armed with photon missiles, they track your ship and fire on it. You must outmanoeuvre and destroy them with accurate fire from your ship's laser. If you survive the waves of alien craft, do not let down your guard, for you also have to blast through an asteroid belt or refuel your ship, demanding the utmost in skilful flying.

Danger and excitement are brought on with each new attack.

Game features include:

- Waves of attack from seven different alien craft.

- Challenging flights through refuelling tunnels.

- Asteroid belts through which you must blast a path for your starship.

- Three different lifts to vary the speed at which the ship moves vertically.

GETTING STARTED

On the screen, the patrolling starship, Parsec, is cruising above the surface of the planet. At the bottom of the screen, the word FUEL and an orange band indicate how much fuel your patrol ship has. An arrow at the lower right indicates your score.

Under the current score is the word TOP, which indicates the highest score in the series of games currently underway.

To control the speed of the vertical movement of your ship, choose from three LIFTS. Lift 1 is the slowest and is generally used when refuelling. Lifts 2 and 3 are used for combat. The game always starts in Lift 3. Change Lifts simply by pressing the 1, 2, or 3 key. The Lift your ship is using is displayed at the bottom centre of the screen. Directly to the left of the Lift indicator is the remainder of your fleet.

You begin patrol with five ships. If your current ship is destroyed during the course of the game, one of the reserve ships automatically takes its place to continue fighting. The total number of ships in your fleet is the sum of the ships in reserve at the lower left of the screen plus the ship involved in combat.

PLAYING THE GAME

Carefully position your ship and fire at the alien crafts. If the laser is continuously fired, the ship turns red for brief periods.

The first enemies to appear are the SWOOPERS, which attack from the upper right of the screen and drop to varied altitudes above the surface of the planet. They pose the danger of collision, and the longer they are allowed to fly, the faster they become. If you lose a ship through collision with an enemy craft or with the ground, you must start over until all have been successfully eliminated.

Then comes the first armed cruiser. The URBITES, larger than the SWOOPERS, are heavily armed with twin photon cannon. They appear on the right side of the screen and track the vertical movement of your ship. Each time your starship crosses their sights, they fire.

Next comes another group of small fighters. The LIGHT TRIANGULAR FIGHTERS or LTF's are similar to the SWOOPERS, except that their streamlined, triangular shape makes them a more challenging target. LTF's also bring about the danger of collision, and their acceleration makes them difficult to hit if left on the screen too long. Losing a ship to them requires that you face them again until all are eliminated.

Then prepare to meet what many commanders consider to be the most vicious, deadly group of aliens within light years of the galaxy. The DRAMITE cruisers are armed with a single photon cannon, but the manoeuvrability of each cruiser and the rapid-fire capability of its cannon make them utterly wicked. They are vertically faster than the URBITES, and they attack your ship with ferocity, drawing nearer to you as they track your up-and-down movement.

The next set of fighters, the SAUCERS, have the sinister habit of sneaking up from behind, trying to crash into you from the rear. If they miss, they pass you, reverse their course, and try to ram you from the front. Aim well and fly carefully, for the SAUCERS are dangerous. Losing a ship means that you must fight another wave of them until you get them all.

The BYNITES cruisers are similar to the URBITES and DRAMITES, armed with a photon cannon that shoots clusters of photon missiles. They are just as deadly as the other cruisers.

WARNING – Do not underestimate any of these aliens!

After successfully eliminating all the aliens, you next encounter the asteroid belt. A wall of asteroids threatens to destroy your ship. You must blast through with your laser. Again, be careful not to fire so long that your laser overheats. When you are into the asteroid belt, your onboard computer begins a countdown to indicate the distance to the end of the belt. When you reach the end, the entire yellow surface of the planet turns green, indicating that you have reached the second level.

Second-level play is similar to first level, except that alien ships must be hit twice to be destroyed. The BYNITE ships become invisible when hit once, but continue to fire at you until they are hit the second time. During third-level play, you must hit the aliens three times to destroy them. From this point on in the game, no matter what level you may achieve, you must hit the aliens three times to eliminate them. There are 16 levels.

Refuelling Tunnels









If you keep a ship fighting long enough, it eventually depletes its entire fuel supply. When your ship runs low on fuel, refuelling tunnels appear in the planet's surface, and you must fly into and out of them, without crashing to refuel. The first tunnel is worth 1000 points. The second is more difficult to fly through, and it adds 2000 points to your score. The third tunnel is harder still and much longer and is worth 3000 points.

New Ships

At a score of 5000 points, you are awarded another ship. If you still have a total of five ships, the new ship does not appear on the screen when it is awarded. A second ship is awarded at 15,000 points and a third is awarded at 25,000. Thus, ships are awarded at intervals of 10,000 points.

Following the asteroid belt in Level Four, a type of alien appears that is not seen in the first three levels. KILLER SATELLITES, worth 400 points each, appear for surprise attack.

**SCORING
SYSTEM
CHART**

									
Level	Screen color	Swoopers	Urbites	LTF fighters	Drammes	Saucers	Byttes	Asteroid belt	Killer Satellites
1	dark yellow	100	100	200	200	300	300	1000	—
2	dark green	200	200	300	300	400	400	2000	—
3	dark red	300	300	400	400	500	500	3000	—
4	dark blue	300	300	400	400	500	500	4000	400
5	iridescent	300	300	400	400	500	500	4500	400
6	light red	300	300	400	400	500	500	5000	400
7	light green	300	300	400	400	500	500	5500	400
8	cyan	300	300	400	400	500	500	6000	400
9	dark blue	300	300	400	400	500	500	6500	400
10	medium red	300	300	400	400	500	500	7000	400
11	light blue	300	300	400	400	500	500	7500	400
12	medium green	300	300	400	400	500	500	8000	400
13	grey	300	300	400	400	500	500	8500	400
14	white	300	300	400	400	500	500	9000	400
15	dark yellow	300	300	400	400	500	500	9500	400
16	dark yellow	300	300	400	400	500	500	10000	400

THE FUN OF DISCOVERY

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

CREDITS

Original game by James E. Dramis & Paul Urbanus,

©1982 Texas Instruments, All Rights Reserved.

Program by ©2023 Mystery Man.

Box and manual by Vincent Godefroy

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