

**COLECO  
VISION™**

CollectorVision  
Games  
Guide No. 099083

**CARTRIDGE INSTRUCTIONS**

# SASA



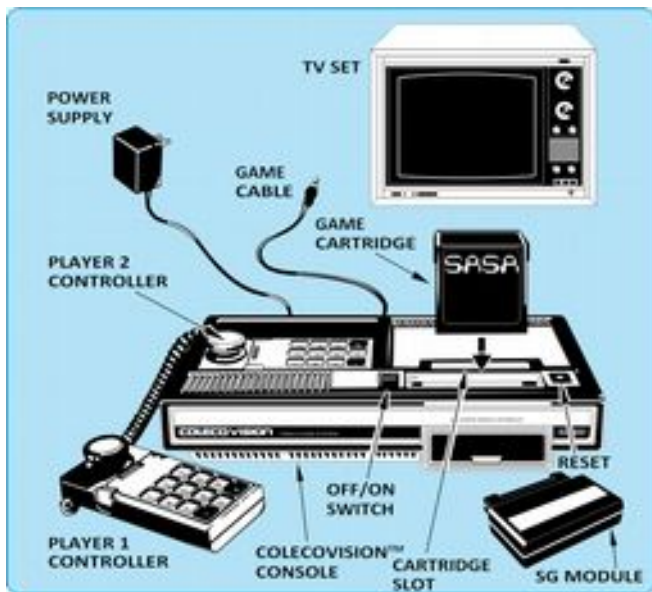
***Destroy some Monsters in the Astro-Ring!***

**COLECO**

## GAME DESCRIPTION

SASA the robot is on his mission to destroy some Monsters in the Astro-Ring. Before he can join the battlefield, he's got to prepare well. Energy determines the fate of this battle. Even getting sufficient energy is a tough task. SASA has to destroy the power generators to scatter energy bottles into the sea. Unfortunately, these bottles are kept by octopi. SASA should kill them and seize these energy bottles. Armed with enough energy bottles, SASA marches to the Astro-Ring and launches his attack against the Monsters.

## GETTING READY TO PLAY

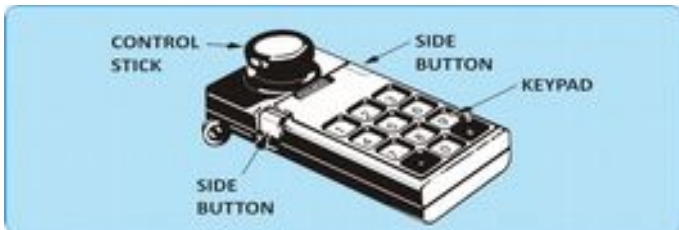


- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play SASA™, use the controller in Port 1 (the rear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

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## USING YOUR CONTROLLERS

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Use Control stick to move your character around. Press either side button to fire.

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## HERE'S HOW TO PLAY

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SASA is basically a one player shooting game with four screens. The main character is a robot named SASA, who has been assigned to complete a mission. The mission requires SASA to

obtain enough energy to fight with Astro-Monsters in an Astro-Ring.



Charge indicator: Indicate number of recharge for each SASA.

Bullet indicator: Indicate number of bullet still available.

SASA count: Indicate number of SASA remaining.

Skill level indicator: Indicate the current skill

Scores: Both players' scores and the current player's high score are shown. Score for the current player is highlighted in red.

He is armed with a gun with limited number of bullets. However, when running short of bullets, it can be recharged. Due to reaction from shooting, SASA can move in different areas instead of merely walking on the ground.

SAS should first enter an arsenal, which has only an entrance blocked by a thick door. Moreover, helicopters armed with missiles flying near the entrance guard this door.

After entering the arsenal SASA should destroy the power generators located at the top of the screen. This will not be an easy task since flying saucers inside the arsenal will chase and capture him.

Destroying the four power generators will explode the arsenal and cause all energy bottles dropped into the sea. Some octopi will consume these bottles and thus SAS needs to eat the octopi. Energy will thus be released to SASA.

Now SASA can launch his final stage of mission. Fully equipped with energy bottles, he can fire without hesitation to shoot down as many Monsters as possible. Time is short. Also Astro-Beatles will come to fight against SASA.

The player should help SASA to complete as many missions as possible.

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## GAMEPLAY

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### Sky screen

The objective of this screen is to demolish the arsenal's door. This can be done by shooting at the door until one bullet goes through it. Avoid collision with helicopters and their missiles. Touching the top electric roof will cause fatal damage to SASA. When bullets are getting less, SASA can be recharged from the recharging tank. However he must do this carefully since energy can only be obtained if he drops himself on the charge source accurately. Otherwise, he will be hurt by the recharging tank. Notice that SASA drops due to gravity.

### Arsenal screen

After the arsenal's door is opened, SASA enters the arsenal and tries to shoot the power generators. These generators are protected by flying saucers. They chase and capture any enemy entering the arsenal. SASA has to dodge to destroy these flying saucers in order to protect himself. Whenever a flying saucer is shot, certain electric charge will be released to recharge SASA when he passes by.

### Sea screen

In this screen SASA shoots the octopi which have swallowed energy bottles. The octopi move up and down, swimming in

illusive paths. Moreover, they usually carry ink drops with them. Both the octopi and ink drops are harmful to SASA. When an octopus is shot, the energy bottle will float away slowly. Therefore SASA should move to the bottle and pick it up. Picking up five bottles will finish this screen. The recharging source for SASA in this screen is under the recharging ship. Since SASA is under water, he floats to water surface.

### Astro screen

This is the last stage of SASA's mission. Astro-Monsters from different directions enter the Astro-Ring. They move towards SASA and SASA has to fight with them. Groups of Astro-Beatles appear periodically. They fly across the ring in illusive paths. SASA should stay in the ring until the fourth group of Astro-Beatles has passed away. SASA has unlimited bullets and charge in this screen.

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## SCORING

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Shoot down a missile	50
Shoot down a helicopter	50
Shoot down a green flying saucer	50
Kill an octopus	50
Smash an ink drop	50
Kill an Astro-Monster	50
Shoot a bullet on arsenal's door	100
Let a missile collide with a helicopter	100
Kill an Astro-Beatle	300
Damage a power generator in arsenal	800
Pick up an energy bottle	800

An extra SASA will be given for finishing every 4 stages (move to a higher level) unless the player already has 6.

**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.

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## HOW TO REACH US

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**Memotech MTX**  
www.mtxworld.dk

**CollectorVision**  
www.collectorvision.com

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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 SASA, but it is only the beginning! You will find that this cartridge is full of special features that make SASA exciting every time you play. Experiment with different techniques and enjoy the game!

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## CREDITS

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# CollectorVision Games





