

**COLECO
VISION™**

Guide No. 099078

CARTRIDGE INSTRUCTIONS

ZANAC

by **CollectorVision
Games**



Fight alone against the System to save mankind!

COLECO



GAME DESCRIPTION

Millennia ago, an unknown alien race created a tiny device known as the "System" containing boundless wisdom and knowledge, but also vast destructive potential. If properly opened it would grant access to untold wisdom and technology, but if improperly accessed it would unleash almost unlimited destruction.

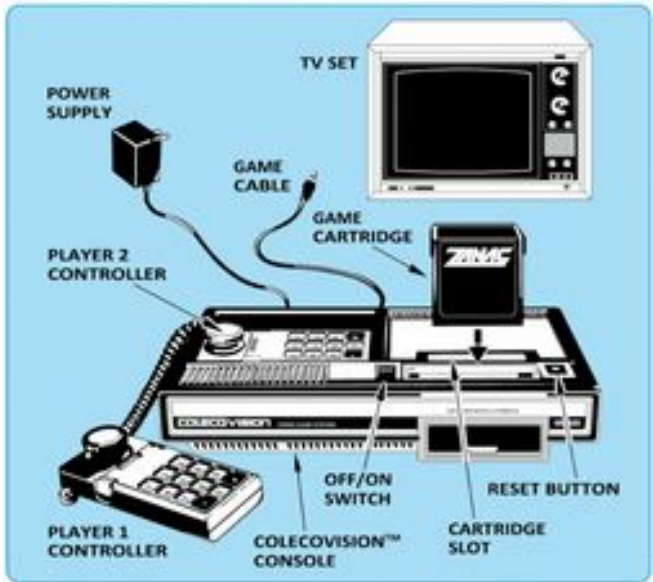
Mankind attempted to access the System and failed, and the System began to spread out from the tiny Icon that contained it. Spreading throughout known space conquering and destroying all in sight, it posed a mortal danger to all life.

Mankind discovered how to properly access the knowledge and technology within the System, but could not shut its destructive expansion down because of its vast tactical systems.

The System threatens to engulf the entire galaxy and destroy all life. However, the defenses of the System are designed around destroying and overcoming entire fleets. In theory a lone starfighter may be low enough priority to the defenses of the System to allow it to fight its way into the heart of the System and destroy it.

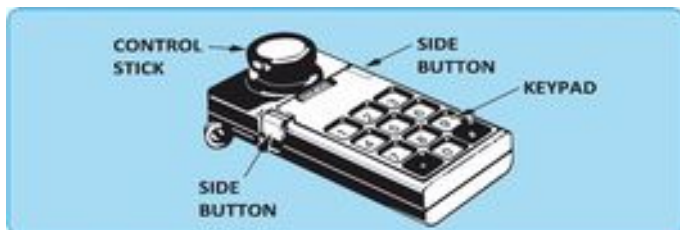
AFX-6502 "Zanac", the most advanced starfighter ever produced, is launched on a desperate mission to fight its way to the heart of the System and shut it down forever.

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 Zaxxon™, 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. **Control Stick:** Pushing the Control Stick causes your spaceship to move in the same direction.
2. **Side Buttons:** Press left button to launch conventional weapons. Press right button to launch special weapons.

HERE'S HOW TO PLAY



You pilot the Zanac, the only ship designed with the capability to thwart the System. The Zanac is a very maneuverable fighter, with an intelligence system that determines the optimal speed to fly through any section.

As a result, while you have control over the ships relative position on the screen, you do not have control over the general speed at which it travels across the terrain.

The Zanac is outfitted with two separate weapons systems. The first is the standard gun system which you never lose. It can be upgraded a number of ways, but primarily by collecting Power Chips contained in Boxes.

The second system is a modular special weapon system that can swap out one special weapon whenever you collect another type of special weapon. Alternatively, you can upgrade particular special weapons by continuing to collect the same special weapon that you currently have.

Special weapons appear as 8 different tiles with the numbers 0 through 7 printed on them.

The Zanac ship cannot sustain direct contact with an enemy craft, or with an enemy bullet. If the ship comes in contact with either, it will immediately explode. Extra ships can be earned continuously throughout the game as you reach certain score levels.

If you destroy objects either on the ground or in the air, various different objects emerge. If you catch them, unexpected things will happen.

The game consists of eight areas. When you clear the 8th area, the screen shows the ending.

Special Weapons

ZANAC uses eight special weapons. At the beginning of the game, it uses FIRE 0. You can change the type of weapons every time you catch one of the seven power chips (indicated by numbers flashing on the screen).

FIRE 0... ALL RANGE WEAPON

Fires into controlled directions. Fires forward if not controlled.

FIRE 1... STRAIGHT CRUSHER

Shoots off slowly. Crushes enemy's weapons.

FIRE 4... FIELD SHUTTER

Shields ZANAC from the enemy's weapons. Powerless against the objects on the ground.

FIRE 3... CIRCULAR

Circulates around your fighter and destroys enemy's weapons, Powerless against the objects on the ground.

FIRE 4... VIBRATOR

Vibrates left and right shortly after take-off. Survives sixty enemy's attacks per weapon shot. Effective against the objects on the ground.

FIRE 5... REWINDER

Climbs up slowly, and decelerates as it falls. Destroys enemy's weapons. Effective against the objects on the ground.

FIRE 6... PLASMA FLASH

Eliminates all the enemy's weapons in the air, including power chips.

FIRE 7... HIGH SPEED

Hits and penetrates every enemy's weapon and object on the ground. Only can be activated for 200 seconds. The time is consumed only when you continue to press the button.

ENEMY ERASER

Appears when you hit six icons on the ground. When you catch Enemy Eraser, you can destroy all the objects in the air.

Increase the power of conventional weapons by using power chips that emerge from opening BOXES.

Objects on The Ground

There are various kinds of attacking objects on the ground. Many of them are composed of several different patterns. Their high resistance makes it difficult for you to destroy them with a single blow. After the destruction, another object might emerge from it. Fortresses launch attacks from several cores. When a fortress emerges, the scroll stops. When you destroy all the cores, the fortress explodes, and the scroll starts again.

Power Play Feature

ZANAC uses ALC (Automativ Level of Difficulty Control function) which is programmed by AI (Artificial intelligence). The strength and quantity of the enemy changes according to the pattern of attack and player's skill level.

The place where the enemy appears also varies game by game. This feature is unique to ZANAC. So playing ZANAC the fastest, most advanced space game, is like playing a new game each time.

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.

THE FUN OF DISCOVERY

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

HOW TO REACH US

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CREDITS

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Colecovision conversion by Eduardo Mello.

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