

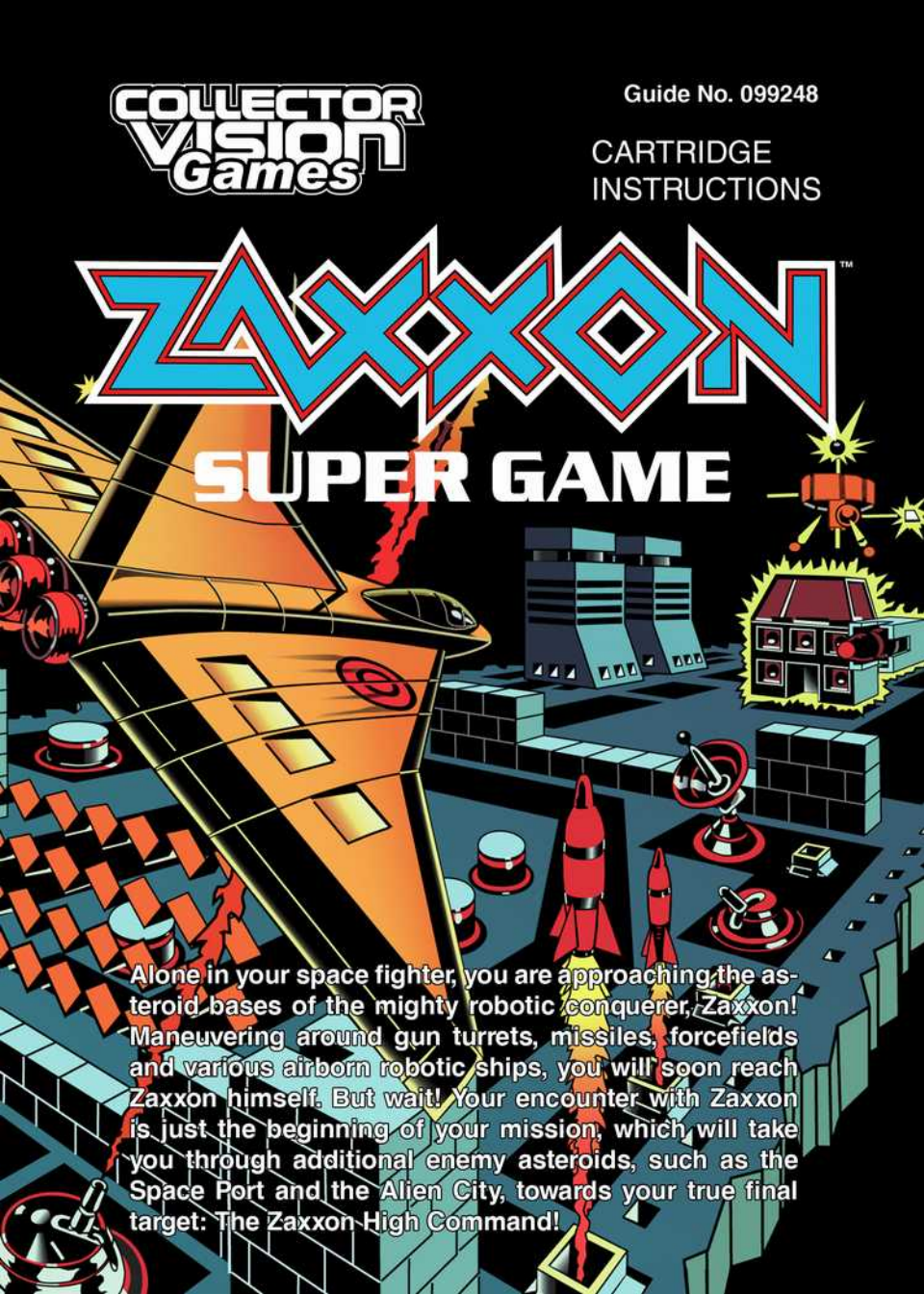
**COLLECTOR
VISION
Games**

Guide No. 099248

CARTRIDGE
INSTRUCTIONS

ZAXXON™

SUPER GAME



Alone in your space fighter, you are approaching the asteroid bases of the mighty robotic conqueror, Zaxxon! Maneuvering around gun turrets, missiles, forcefields and various airborne robotic ships, you will soon reach Zaxxon himself. But wait! Your encounter with Zaxxon is just the beginning of your mission, which will take you through additional enemy asteroids, such as the Space Port and the Alien City, towards your true final target: The Zaxxon-High Command!

Thank you for selecting the Zaxxon Super Game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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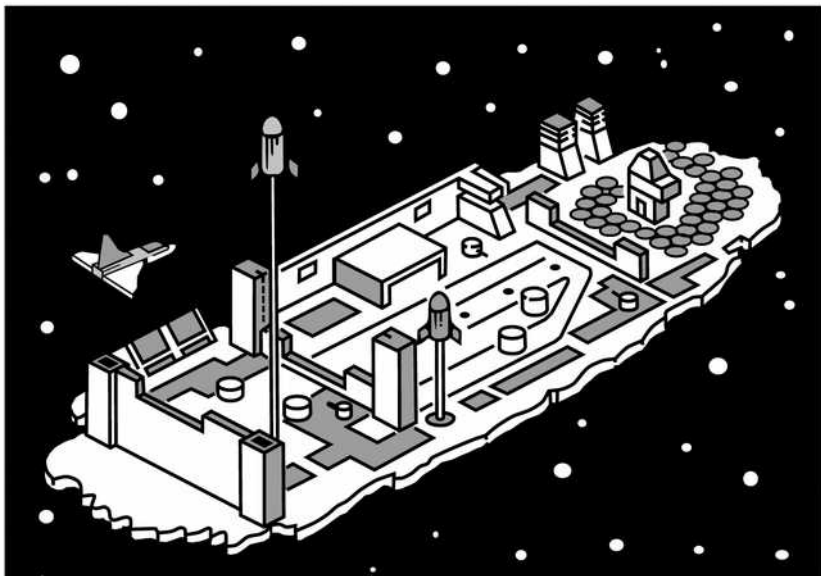
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RAID AGAINST ZAXXON

Star pilot, today you face your greatest challenge: Zaxxon, the Robotic Conquerer and his mechno-army. This robotic monster and his legions have overrun the asteroid belt and are now poised to strike our home planet. You must eliminate this menace and his mechanized stronghold, the High Command, before it's too late.

From past history, we know that Zaxxon's arsenal includes base missiles, interceptor planes, robot missiles, fuel tanks, gun turrets, hoverbots and mobots! Survivors of Zaxxon's raid on the asteroid belt speak with horror of ominous Floating Citadels, Flame Tubes, Flak Guns, Force Blasters and force fields!

Star pilot, it's up to you to locate Zaxxon's High Command, destroy his doomsday machine and save our beloved planet!



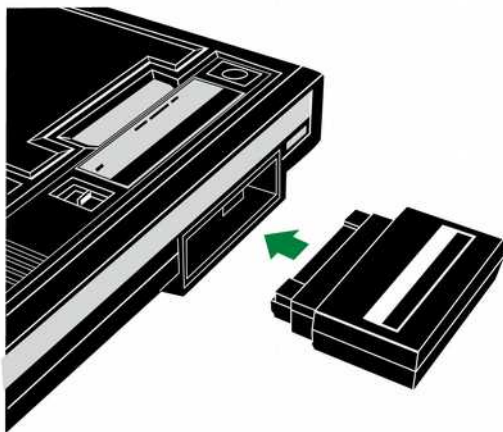
GAME SETUP

Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

If you are playing this game on a ColecoVision console, you must first insert the Coleco Super Game Module into the front expansion port, as described by the image below. **If you are playing this game on an ADAM computer, the Super Game Module is NOT required.**

This is a game for one player only, so plug a compatible hand controller into joystick port #1. Any compatible controller should normally function with Zaxxon Super Game, but if you use a third-party controller without a numeric keypad, you will not be able to select a skill level, pause the game during play, or select an option at the 'game over' screen.

Insert the Zaxxon Super Game cartridge firmly into the cartridge port, with the label facing you. Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing. (Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)



USING THE CONTROLLER

After the title screen, the skill level selection screen will be displayed. Zaxxon Super Game offers 8 distinct skill levels, numbered from 1 to 8.

Skill level 1 (Star Warrior) is a practice mode where 1) your ship has unlimited fuel at all times, 2) enemies do not fire at your ship, and 3) various enemy force fields and missile silos are disabled. Skill levels 2 to 8 offer more challenge, skill level 2 (Star Guard) being the easiest regular mission, and skill level 8 (Star Lord) being the most difficult. The higher the skill level, the more aggressive the enemy will be, and your plane will also fly forward faster, which will cause it to burn fuel more quickly.

Select your preferred skill level by pressing the corresponding number on the controller keypad. Your mission will start soon after.

During the game, pilot your ship with the joystick like a plane: Press DOWN on the joystick to climb, press UP to dive, and press LEFT or RIGHT to move sideways. Move the joystick diagonally to either climb or dive while moving sideways.

Press either trigger buttons to shoot a green energy blast from the nose of your ship. You can hold down the trigger button for continuous fire, but tapping the button rapidly is preferable to reach a maximum rate of fire.

Press [*] on the keypad to pause the game at any time. Press [*] again to resume.

Once you've lost your last ship, the game over screen will be displayed. From that point, you can press [5] on the keypad to continue playing at the point where you previously lost your last ship, or you can press [*] to replay the game from the beginning at the same skill level, or press [#] to return to the skill level selection screen, or press [0] to view the Hall of Fame. If you've beaten any high score recorded in the Hall of Fame, you will be taken to the name-entry screen. See page 10 for more information.

Note: If you press [5] at the end of a game to restart where you left off, your score will be reset to zero. This implies that you will lose the opportunity to record your high score in the Hall of Fame.

HOW TO PLAY

The goal of the game is to pilot your space ship over enemy territory established on asteroids, and blast all ground targets and airborne enemies in sight to score points. Survive long enough to face the mighty Zaxxon himself, but this face-off will be only the beginning of your space adventure! Your true target is Zaxxon's High Command, located on the Alien City asteroid!



You start the game with 5 ships. You lose a ship when it is hit by enemy fire, or when your ship collides with an enemy installation, an airborne enemy, or any terrain obstacle. Your ship will also crash down and explode if it runs out of fuel. The game is over once you've lost all your ships, or once you've successfully destroyed Zaxxon's High Command.

REFUELING

Keep an eye on your fuel gauge at the bottom right corner of the screen. It will be full when you start playing, but it will decrease while you fly above the asteroids. To refuel, destroy the enemy Fuel Tanks you will encounter along the way. Be warned that Fuel Tanks get rarer later into the game, so make every shot count!

HOW TO PLAY (continued)

DOGFIGHT IN SPACE

After leaving an asteroid behind, you will need to cross a certain distance in deep space before reaching the next asteroid. During this time, you will encounter squadrons of Zaxxon's Interceptor Planes. During these dogfights, crosshairs will appear in front of your ship whenever an enemy plane is lined up with your own ship, so aim well and blow the enemy out of the sky!

Note that your fuel gauge does not decrease while you are flying in deep space between asteroids.

FLOATING CITADEL

Another obstacle you will encounter as you travel in deep space is the Floating Citadel. It will block your path, and the only way through is to destroy it. Victory over this obstacle will be yours quicker if you aim for the yellow fuel pods when they appear, as shooting three of them will cause the Citadel to self-destruct. Otherwise, destroy all the Slider Turrets to deactivate the Citadel, and fly through the opening that blows off in the corner.



MISSION BRIEFING

Your superiors have prepared your flight plan, which will take you through all of Zaxxon's main asteroid outposts.

THE FORTRESS ASTEROID

Fly your ship through the opening of the barrier wall, then dive down and take out as many enemy installations as you can! Watch out for indestructible walls, force fields and missiles rising from silo holes as you fly ever onward.



THE DESERT ASTEROID

This is Zaxxon's frontline hideout. Watch out for menacing Mobots programmed to defend the facility. Zaxxon himself will be waiting for you at the end, and you'll only have one chance to destroy him... if you can figure out exactly how to do that! Zaxxon will come forth, and fire a homing robot missile at your ship before retreating.

Whether you manage to destroy Zaxxon or not, you will need to continue your mission towards the High Command! Note that your fuel gauge doesn't decrease while flying over this asteroid.



THE DRAGON'S TEETH ASTEROID

Welcome to the dragon's belly! Dive down between the teeth barriers, destroy some targets, and then climb up to avoid crashing into the teeth! Also be wary of Pop-Up Turrets and the patrolling Hoverbots. Don't forget to shoot Fuel Tanks to refuel your ship along the way!



MISSION BRIEFING (continued)

THE SPACEPORT

The Spaceport is one of Zaxxon's most heavily defended strongholds. Fly in at high altitude and swoop down to strafe and take out ground targets. The black slits in the asteroid floor fire vertical force blasters. Destroy the red tracking antennas, or the force blasters will be activated as you fly over! Watch out for base missiles, force fields and Flak Guns.



THE PLATEAU

Be very careful on your flight through this asteroid. The level of the plateau changes, so keep an eye on your altitude indicator, and use your ship's shadow to gauge your distance above the ground, in an effort to avoid crashing. Try to eliminate the Flame Tubes before they have a chance to fire at your ship, and also watch out for horizontal force fields.



THE ALIEN CITY

This is it! Zaxxon's last stand! Use all the piloting tricks you learned with the previous asteroids against the remaining enemy forces that will stop at nothing to keep you from reaching the High Command! Destroy your ultimate target and bring peace back to the galaxy!



SCORING AND EXTRA LIVES

Base Missile	100 points	Missile (from robots)	1000 points
Interceptor Plane	200 points	Mobot	400 points
Flak Gun	300 points	Pop-Up Turret	400 points
Flame Tube	300 points	Radar Tower	400 points
Fuel Tank	300 points	Robot Turret	200 points
Fuel Pod	300 points	Slider Turret	400 points
Floating Citadel	2500 points	Squadron Leader Plane	400 points
Gun Turret	400 points	Zaxxon	5000 points
Hoverbot	400 points	Zaxxon High Command	10000 points
Missile (over asteroid)	200 points		

You gain an extra ship at 15000 points.

IN THE HALL OF FAME

If you're one of the game's high scorers, you can record your performance in the Hall of Fame. To enter your name, move the ship "cursor" beneath the character of your choice, and press the left trigger button to input that character. You can enter up to 12 characters in the name box at the top of the screen.

You can edit recorded characters in the name box by holding down the right trigger button, and moving the joystick left or right. This moves the small cursor inside the name box. Release the right trigger button once the cursor is on the character you wish to edit, and then select another character.

When you are done, hold down the right trigger button and press right on the joystick until the cursor moves under the word "DONE?", then press the left trigger button to confirm. Note that the contents of the Hall of Fame are lost when you reset or turn off your ColecoVision console or ADAM computer.

TIPS AND HINTS

As a general rule, whenever you are faced with a wall or any other terrain obstacle, if your laser shots go through, your ship will go through as well. Use this tip to find a safe passage past these obstacles.

If you maintain a high altitude over an asteroid for too long, a robot missile will appear and home in on your ship. Dive quickly to evade it, or blast it several times with your weaponry for extra points.

Destroying the Radar Towers will reduce the capacity of airborne Hoverbots to home in on you.

TEAM PARTICIPANTS

- Mystery Man: Software conversion and beta-testing
- Luc Miron: Game manual, software beta-testing
- Vincent Godefroy: Box and label
- Dale Crum / Doc4: Game manual layout (doc4design.com)
- Eduardo Mello: MegaCart PCB design and electronic sourcing
- Toby Saint-Aubin: Electronic sourcing and assemblies

SPECIAL THANKS: Bob Slopsema, Albert Yarusso and all AtariAge forum members.

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by

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Games

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