IMPORTANT

Please ensure that you complete and post the cartridge warranty registration form. Failure to do so may result in delays in repair or replacement of any cartridge which becomes defective.
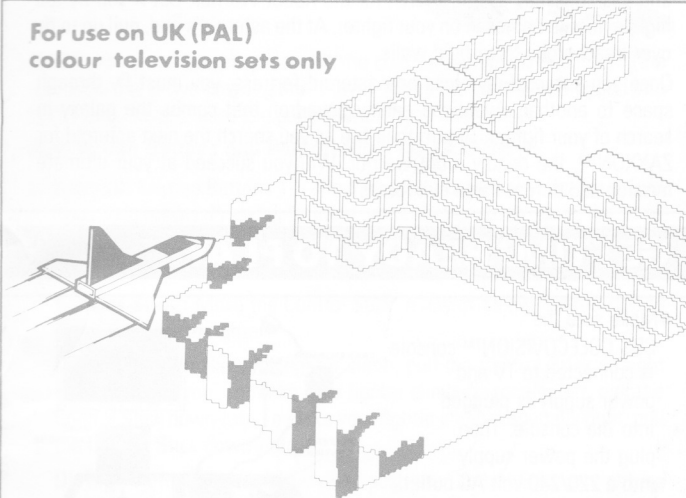
CBS
ELECTRONICS

Ideal Toy Company Ltd Headley Road East Woodley Berks

ZAXXON™
by SEGA®

CARTRIDGE INSTRUCTIONS

For use on UK (PAL) colour television sets only

CBS Electronics Video Game Cartridge for use with CBS Coleco Vision™ Video Game System.

CBS
ELECTRONICS

GAME DESCRIPTION

Coleco's ZAXXON™ – a stunning 3-D space game – takes you across alien asteroid fortresses.

The evil robot ZAXXON™ and its fierce armies have conquered a once-free asteroid belt. Your mission is to stop them before they enslave the galaxy!

Approach the asteroids, pass the barrier wall and then dive your fighter low over the enemy surface. You must evade enemy fire from turrets, mobots and base missiles as you search for the Robot Warrior. But if you fly too high, a missile homes in on your fighter. At the asteroid's end, pull up to fly over treacherous force field walls.
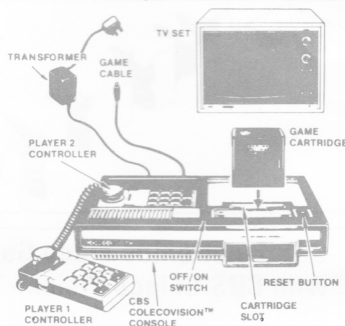
Once you successfully cross one asteroid fortress, you must fly through space to another. Avoid the enemy squadron that combs the galaxy in search of your fighter. Return their fire as you search the next asteroid for ZAXXON™, the deadly robot warrior. Will you succeed at your ultimate mission and defeat these evil forces?
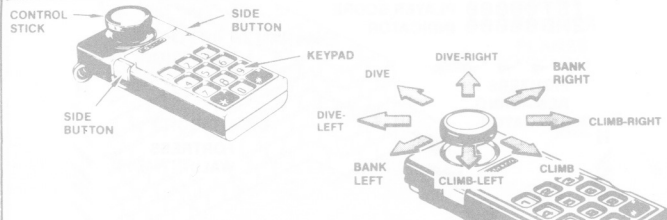
GETTING READY TO PLAY

- Make sure the CBS COLECOVISION™ console is connected to TV and power supply is plugged into the console. Then plug the power supply into a 220/240 volt AC outlet.

- TV should be turned on and the game tuned to a spare TV channel

- **ALWAYS MAKE SURE CBS COLECOVISION™ UNIT IS OFF BEFORE REMOVING CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLS

NOTE: For a one-player game, use the controller plugged into Port 1 (the rear jack). For a two-player game, Player 1 uses the controller plugged into Port 1 and Player 2 uses the controller plugged into Port 2.

How to Use Buttons and Control Stick for ZAXXON™.

1. **Keypad:** Keypad Buttons 1-8 allow you to select a Game Option before beginning to play. Pressing * after a game allows you to replay the same Game Option; pressing # after a game allows you to return to the Game Option screen.

2. **Control Stick:** Move the Control Stick in any of its eight directions to direct your space fighter:
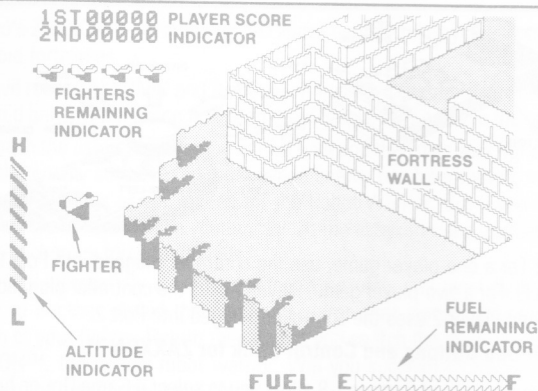
   Climbing: To make your fighter climb, pull the Control Stick straight **down** toward you. To make your fighter climb diagonally left, pull the Control Stick down-left. To make your fighter climb diagonally right, pull the Control Stick down-right.

   Diving: To make your fighter dive, push the Control Stick straight **up** away from you. To make your fighter dive diagonally left, push the Control Stick up-left. To make your fighter dive diagonally right, push the Control Stick up-right.

   Side-to-Side: To move your fighter left or right, push the Control Stick left or right.

3. **Side Buttons:** When either Side Button is pushed, a green energy blast shoots from the nose of the fighter.

HERE'S HOW TO PLAY

1ST 00000 PLAYER SCORE
2ND 00000 INDICATOR

FIGHTERS
REMAINING
INDICATOR

H

FORTRESS
WALL

FIGHTER

L

ALTITUDE
INDICATOR

FUEL
REMAINING
INDICATOR

FUEL E~~~~~~~F

NOTE: If you are playing a two-player game, players take turns. Player 1 goes first, and each turn lasts until the player's fighter is blown up, crashes or runs out of fuel.
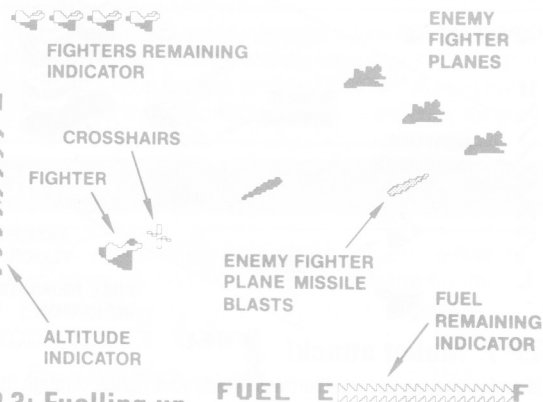
STEP 1: Choose your options.

Press the Reset Button. The title screen will appear on your T.V. Wait for the Game Option screen to appear. It contains a list of game play options, numbered 1-8. Select one by pressing the corresponding number button on either controller keypad.

NOTE: In Skill 1, until you have eliminated ZAXXON™, there are no robot missiles, force fields, guns turrets or crossfire.

STEP 2: Asteroid approach.

Your first fighter appears just outside the alien asteroid. Pilot your fighter through the gap in the fortress wall. Hint: When approaching a wall, you can judge your altitude by firing and noting the path taken by your blasts. Then check your altitude indicator. Swoop low, firing to eliminate the enemy strongholds. Watch out for the wall! Climb! And bank to dodge the turret blasts and base missile explosions.

1ST 00000 PLAYER SCORE
2ND 00000 INDICATOR

FIGHTERS REMAINING
INDICATOR

ENEMY
FIGHTER
PLANES

H

CROSSHAIRS

FIGHTER

L

ALTITUDE
INDICATOR

ENEMY FIGHTER
PLANE MISSILE
BLASTS

FUEL
REMAINING
INDICATOR

FUEL E~~~~~~~F

STEP 3: Fuelling up.

Be sure to replenish your fuel supply by eliminating the fuel tanks on the first asteroid, so that you can fly over the second asteroid and on to ZAXXON™. (Space and the second asteroid are weightless, so you don't use fuel there).

STEP 4: Rocket blasts.

If you fly at a high altitude too long, a missile homes in and tracks your fighter. Dive quickly to escape, or fire several times to blast it from the skies — if you can!

STEP 5: Up, up and away!

Once you successfully cross the asteroid, pull up over the final wall — beware of its force field — and soar into space.

STEP 6: Space wars.

There's danger in space, too. Enemy squadrons track your movements. Dodge their fighter blasts and return fire. When you line up with ZAXXON's™ fighter planes, crosshair sights appear in front of your fighter. The moment your target is centred, fire!

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1ST 00000 PLAYER SCORE
2ND 00000 INDICATOR

ZAXXON™

H

ALTITUDE
INDICATOR

ROBOT
MISSILE

L

FIGHTER

ASTEROID
FLOOR

FUEL REMAINING
INDICATOR

FUEL E〰〰〰〰F

STEP 7: Mobot attack!

Up ahead is another asteroid fortress. Guide your fighter through the gap in the fortress wall. Watch out for the mobots that track your fighter.

STEP 8: Robot Warrior

ZAXXON™, the mighty robot, guards the asteroid's edge. Stationed on each of ZAXXON™'s shoulders are mobots. Blast away at them and at the missile cradled in the robot's side. To eliminate ZAXXON™ and earn bonus points, hit the missile with two shots more than the number of the skill level (1,2,3, or 4) at which you are playing. Hurry though! The robot fires at your fighter if you take too long.

STEP 9: Onward through the galaxy!

Keep flying over asteroids and through deep space, fighting the enemy as you go. The game ends only when all your fighters have been eliminated.

To replay the ZAXXON™ Game Option that you have been playing, press *. To go back to the Game Option screen, press #.

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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THE FUN OF DISCOVERY

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

SCORING

Points are awarded for eliminating targets, either by fighter, energy blast or by collision with the fighter.

Enemy Targets	Points
Base missiles	100
Enemy planes	200
Robot missiles (over asteroids)	200
Fuel tanks	300
Gun turrets	300
Mobots	400
Squadron leader	400
Robot missiles (in robot area)	500
Zaxxon™	5000

Each player receives three fighters per game (five in games played at Skill 1). You receive a bonus fighter if your score reaches 10,000 points.

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