Guide No. 78137A

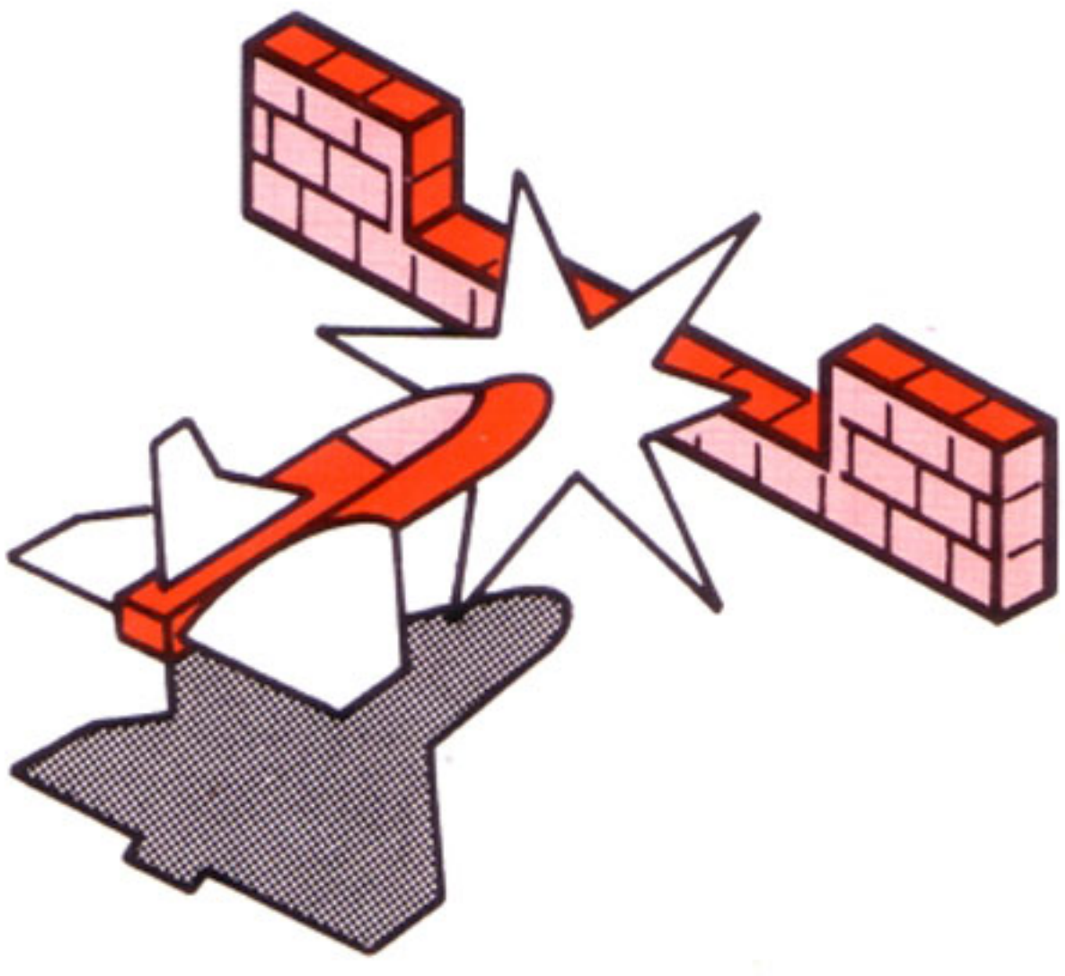
The Official

ZAXXON™

by SEGA®

CARTRIDGE INSTRUCTIONS

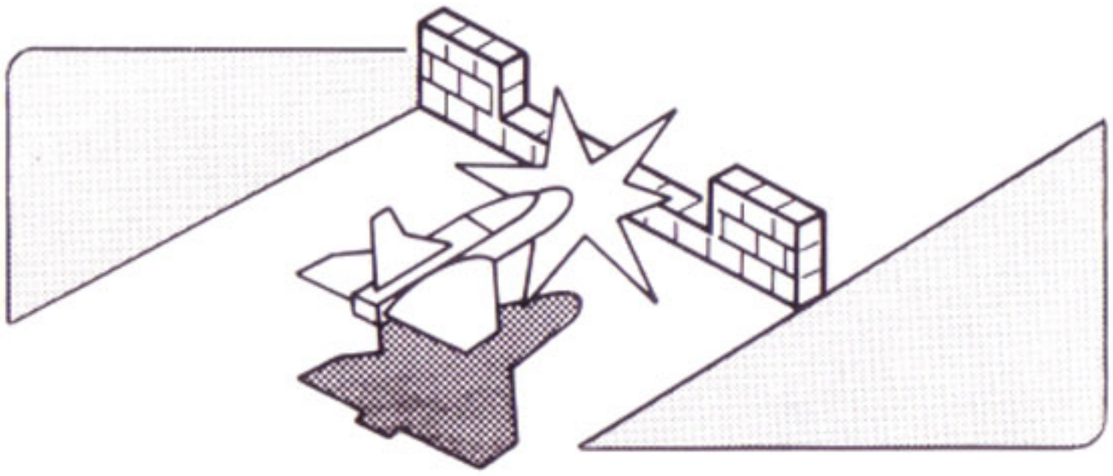
For use with the Atari® 2600 Video Computer System™ and Sears Video Arcade™



- For one or two players
- For color or black and white TV
- Select from four skill levels

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GAME DESCRIPTION

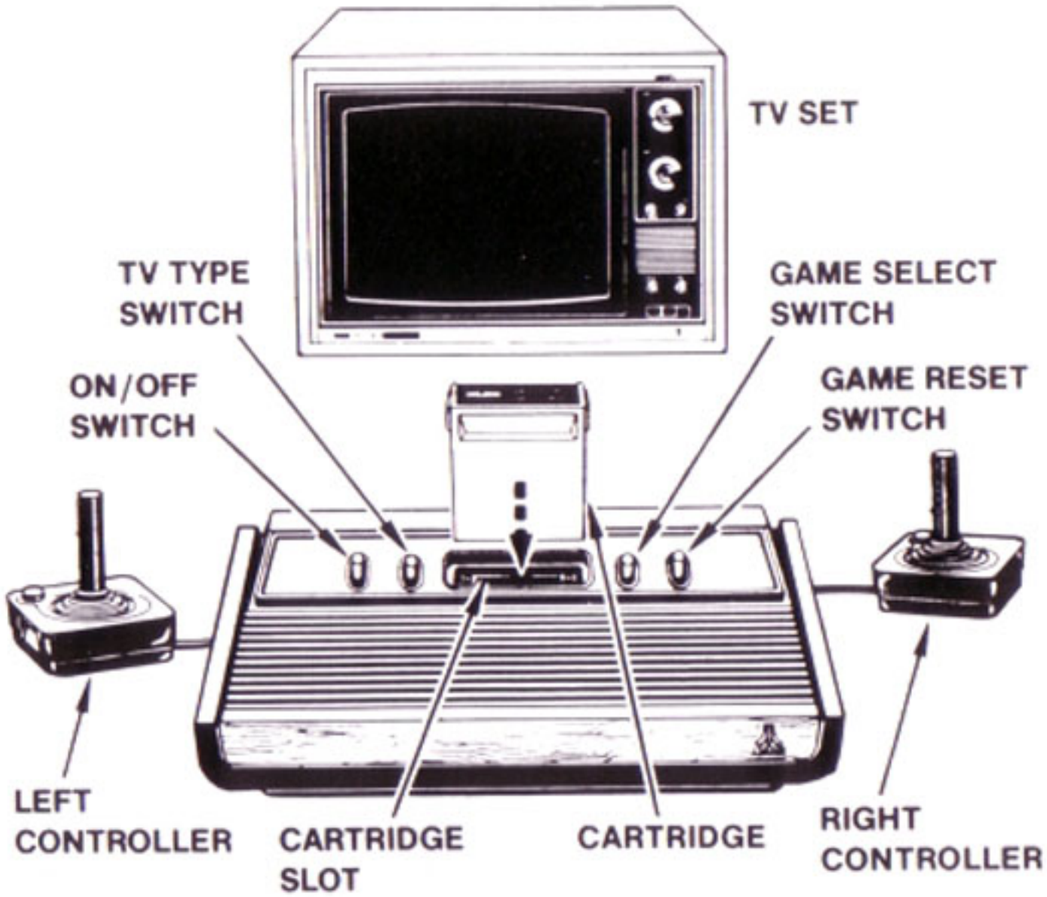


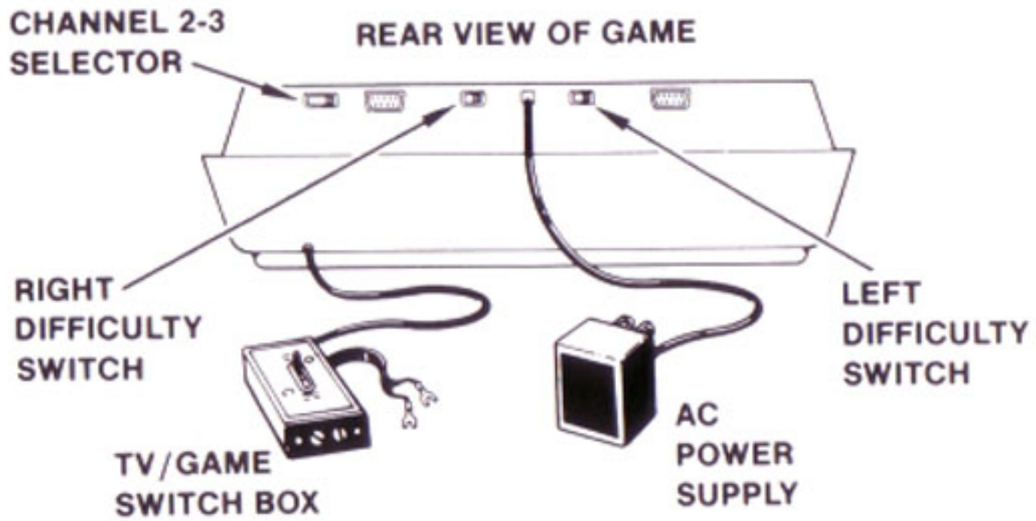
Coleco's ZAXXON is a stunning 3-D space game that takes you across alien asteroid fortresses on a special mission. The evil robot ZAXXON and its fierce armies have conquered an asteroid belt. You must stop them before they enslave the entire galaxy! Pass the barrier on the first asteroid, then dive to the enemy surface. Evade fire from gun turrets and mobots as you search for the Robot Warrior. Once you successfully cross the asteroid fortress, you must fly through deep space. Avoid the enemy squadron combing the galaxy in search of your fighter! Can you defeat the evil ZAXXON ?

GETTING READY TO PLAY

- Make sure the Video Computer System™ is connected to the TV, and the power supply is plugged in.
- Be sure that you have plugged the controllers into the jacks at the rear of the Video Computer System™.
- Insert cartridge as shown, then turn **On/Off** switch to **On.** **(ALWAYS TURN THE ON/OFF SWITCH TO OFF WHEN INSERTING OR REMOVING A CARTRIDGE.)**

ATARI® 2600 Video Computer System™

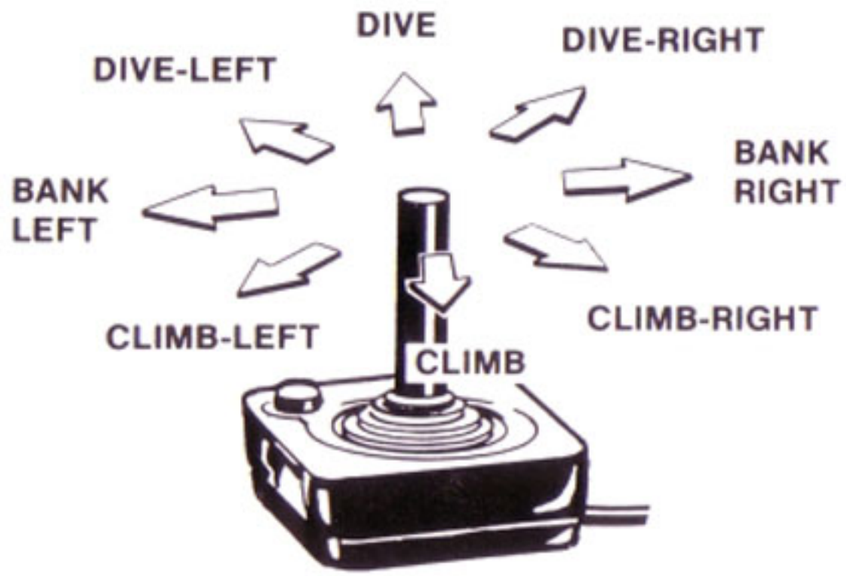




USING YOUR CONTROLS



NOTE: For a one-player game, use the left controller. For a two-player game, Player 1 uses the left controller; Player 2 uses the right controller. Always hold controller with the Red Button to your upper left (toward the TV).



1. **CONTROL STICK:** Push the Control Stick away from you to make your fighter move down. Pull the Control Stick toward you to make your fighter move up. Push the Control Stick away from you and to the right or left to move your fighter down-right or down-left. Pull the Control Stick toward you and to the right or left to make your fighter move up-right or up-left. Push the Control Stick left or right to make your fighter move left or right.

2. **RED BUTTON:** Press the Red Button to make your fighter fire an energy blast.

NOTE: The left and right Difficulty Switches are not used for ZAXXON.

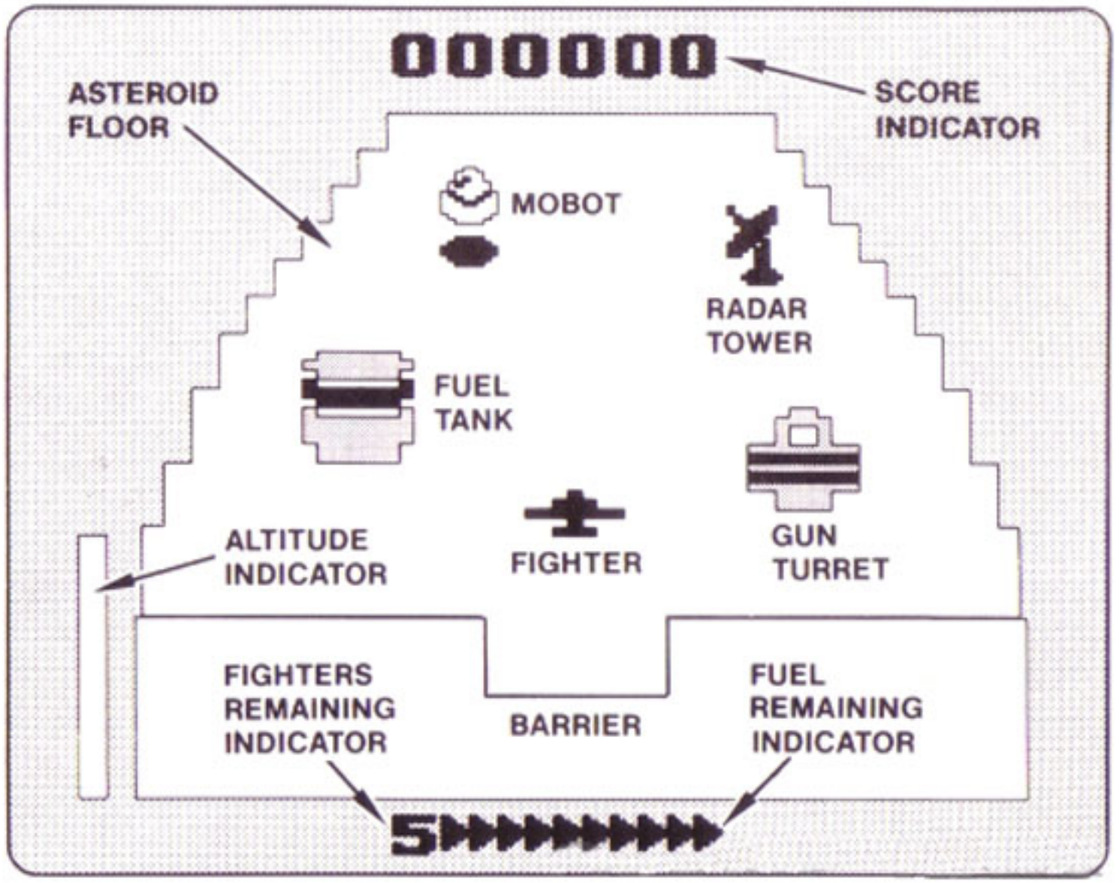
HERE'S HOW TO PLAY

STEP 1: Choose your game.

Press Game Select until the Game Option number you want appears at the top of the screen, according to the following:

1 = Skill 1/One Player	5 = Skill 1/Two Players
2 = Skill 2/One Player	6 = Skill 2/Two Players
3 = Skill 3/One Player	7 = Skill 3/Two Players
4 = Skill 4/One Player	8 = Skill 4/Two Players

Then press Game Reset to begin the first phase.

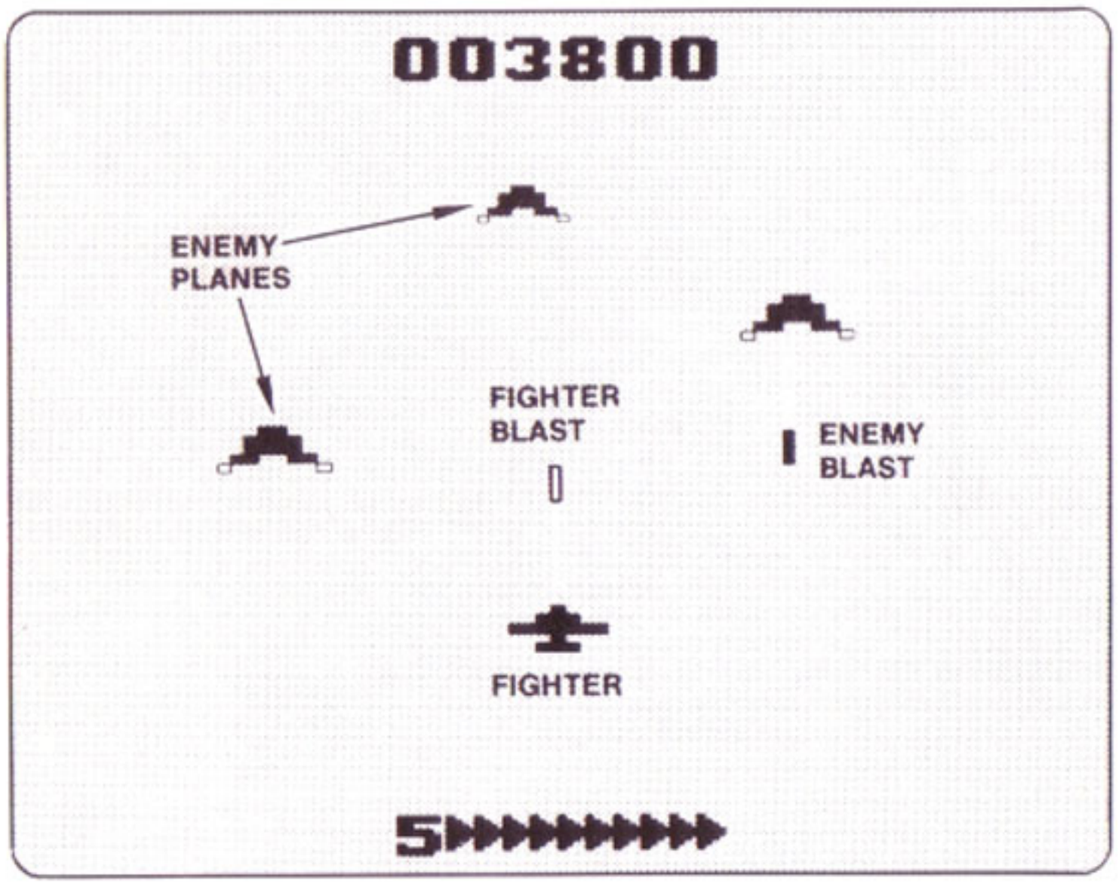


STEP 2: To battle!

Your fighter approaches Zaxxon's first asteroid base. Fly high to avoid crashing into the first wall! Then swoop down to attack enemy targets. Watch out for return fire from turrets and dodger guns.

STEP 3: Running out of fuel.

Careful! Your fighter guzzles fuel as you zoom over Zaxxon's territory. Keep an eye on your fuel gauge. Fire at fuel tanks to fill up. Then slip over the gap in the wall at the end of the asteroid base and prepare for battle in space.

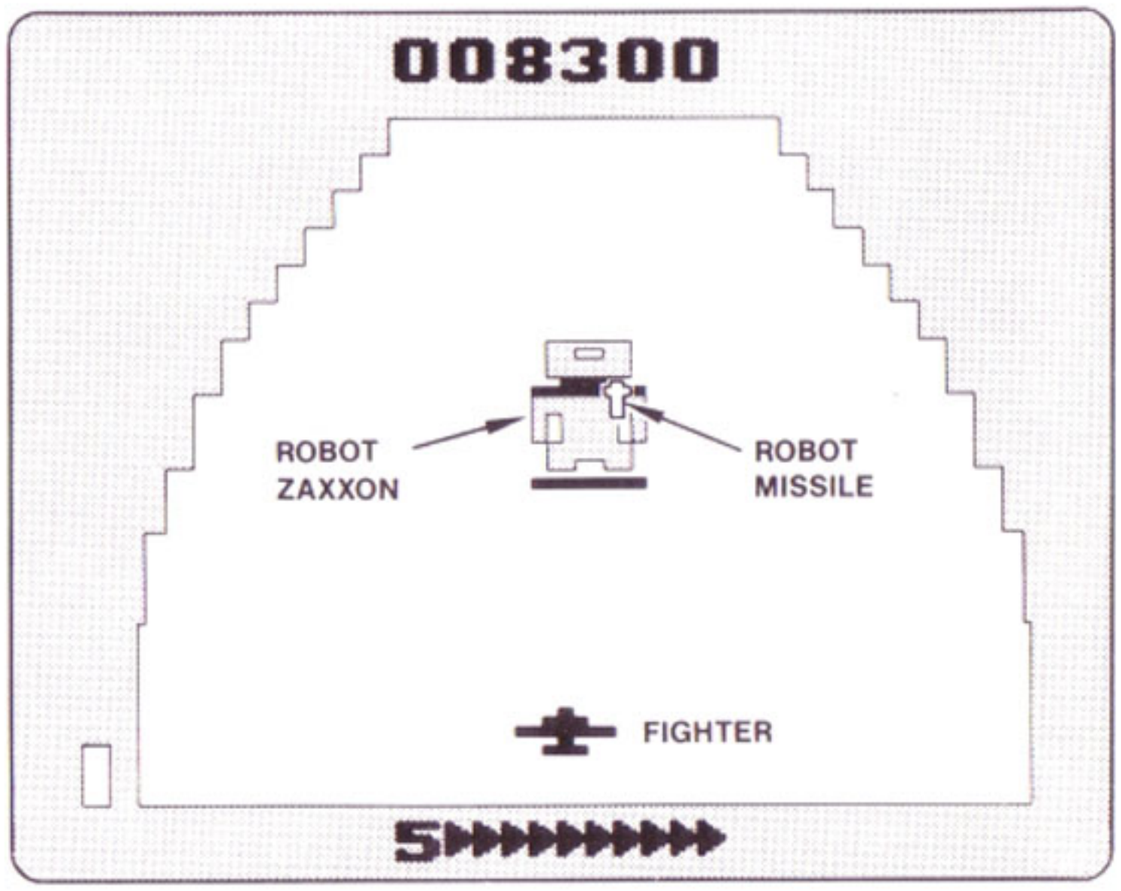


STEP 4: Attack in space.

You've made it past Zaxxon's first ground force. Now try your skill against Zaxxon's planes in space. They can dive at you from above, below or hit you head on. Eliminate as many planes as you can in this sudden attack.

STEP 5: More asteroid action.

You're heading toward another asteroid. In games played at Skills 2-4, some targets are protected by electronic barriers. Slip through gaps in the barriers to avoid the deadly electronic beams.



STEP 6: Meet the robot Zaxxon.

Pass the final barrier and your fighter no longer moves forward. A deadly force holds it back! But fortunately, you can still move up, down and sideways. Suddenly, the robot Zaxxon approaches. Only one spot on Zaxxon is vulnerable — the missile under its arm. To eliminate Zaxxon, you must shoot its missile repeatedly before it fires. If you fail, you still have a chance to hit the speeding missile and proceed to the next round of play. If you don't eliminate the missile, *your* fighter will be eliminated.

It takes several hits to eliminate Zaxxon's missile:

Skill Level 1 ..... 3 hits
Skill Level 2 ..... 4 hits
Skill Level 3 ..... 5 hits
Skill Level 4 ..... 6 hits

STEP 7: Onward through the galaxy!

Once you've gone past the robot Zaxxon, another asteroid challenges your skill and coordination. Then it's back into deep space to confront another wave of enemy fighters.

STEP 8: Starting over.

Keep defending the universe until you run out of fighters. To replay the Game Option that you have been playing, press Reset. To select another Game Option, press Game Select, then press Reset.

SCORING

Enemy Targets		Points
Enemy plane		200 points
Fuel tank		300 points
Gun turret		400 points
Mobot		400 points
Dodger Gun		500 points
Radar Tower		1000 points
Robot Zaxxon's missile		1000 points
Robot Zaxxon		5000 points

Each player receives five fighters per game. You receive a bonus fighter if your score reaches 10,000 points.

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 will 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!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

If your cartridge fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem, to the Factory Service Station as listed. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

CARTRIDGE SERVICE POLICY

If your cartridge requires service after expiration of the 90 day Limited Warranty period, Coleco will service the cartridge and put it in working condition or replace it with a reconditioned unit (at our option), on receipt of your cartridge, postage prepaid and insured, with your check in the amount of $10.00 payable to Coleco Industries, Inc.

For service information regarding your Coleco cartridge call 1-800-842-1225. This service station is in operation from 8:00 a.m. to 4:30 p.m., Eastern time, Monday thru Friday.

Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the cartridge. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Please allow 4 to 6 weeks for repair and return.

All returns must be directed to:

Coleco Industries, Inc.
Consumer Electronics Department
P.O. Box 47
Amsterdam, New York 12010
Attention: Consumer Quality Manager

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