ENGINEERING REPAIR CARD

2010

The Graphic Action Game

USING YOUR CONTROLS

KEYPAD BUTTONS:

Before the mission starts, pressing Keypad Buttons **1** through **4** allows you to choose your skill level.

After play, pressing Keypad Button * allows you to replay the same skill level; pressing Keypad Button # allows you to return to the Skill Select screen.

While onboard the Discovery:

Press either Keypad Button **1** or Keypad Button **3** when a circuit is displayed to return to the strategic viewscreen.

Press Keypad Button **5** to activate HAL-Assisted Circuit Powering.

Press Keypad Button **0** at any time during the mission to try to start the Discovery's engines.

Press Keypad Button **0** when Engines and Reactor systems are up to attempt a partial orbital boost. Press Keypad Button **0** again to shut the engines down during this maneuver.

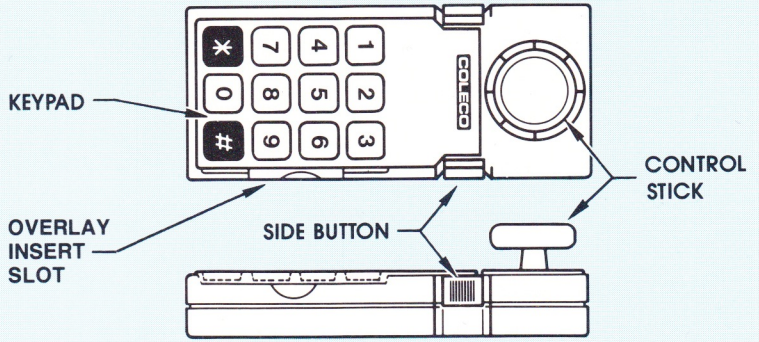
Press Keypad Button * during play to pause game play; press * again to resume game action.

CONTROL STICK:

On the strategic viewscreen, pressing the Control Stick up, down, left or right moves the scanner window in the selected direction to the circuit you want.

When a system circuit is displayed on the screen, pressing the Control Stick up, down, left or right accelerates the spark in the selected direction along the circuit path from one CTI to another.

When repairing a burned-out CTI, pressing the Control Stick up, down, left or right moves WALDO in the selected direction.



SIDE BUTTONS:

When the strategic viewscreen is displayed with the scanner window over a chosen circuit, press **either** Side Button to display the chosen circuit on the screen.

When a system circuit is displayed on the screen, press and **hold in** either Side Button to accelerate the power spark through the circuit path. Note that if you stop holding the Side Button in, a voltage drain occurs.

Left Side Button:

When a HAL circuit is displayed on the screen, press the Left Side Button to start the pulse moving through the circuit path. If you want to speed up the movement of the pulse through the path, press the Left Side Button again and hold it in. Note that voltage drain does not occur in HAL circuits.

When WALDO is positioned over a burned-out CTI and coded correctly for CTI replacement, press the Left Side Button to replace the CTI.

Right Side Button:

When a HAL circuit is displayed on the screen, press the Right Side Button to change the code in the CSI directly ahead of the spark in the circuit path.

When WALDO is positioned over a burned-out CTI, press the Right Side Button to cycle through the replacement CTIs until you find a matching CTI.

PAUSE

To pause during your rescue mission of the Discovery, press * on the keypad. The screen blanks and HAL plays you one of his favorite songs. Press * again to resume play.

ANOTHER MISSION?

At the end of a game, press * to replay the same skill level. Press # to return to the Skill Select screen.

CARTRIDGE RESET

The Reset Button on the console or ADAM stops the game and returns you to the Title Screen. It can be used to start a new game at any time, and can also be used in case of game malfunction.

SCORING

During your daring rescue mission aboard the Discovery, you'll earn high-energy MeVs (Million-electron Volts) for repairing and powering circuits. In addition, you'll earn a bonus of 2000 MeVs per skill level for every 100 kilometers left on the altimeter when you successfully leave Io orbit.

TASK COMPLETED	MeVs EARNED
Repairing a CTI	50 (Skill 1) 60 (Skill 2) 70 (Skill 3) 80 (Skill 4)
Powering a System Circuit	100 per CTI (All skill levels)
Powering a HAL Circuit	3000 (Skill 2) 4000 (Skill 3) 5000 (Skill 4)

GETTING READY TO PLAY

ALWAYS MAKE SURE THE COLECOVISION® OR ADAM™ IS TURNED OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

Insert the overlay into the controller; then plug the controller into port 1.

CHOOSING YOUR CHALLENGE

Insert the cartridge, then turn the game system on. Press the Cartridge Reset Switch. The Title Screen will appear, followed by the Skill Select screen. Press the matching Keypad Button to choose your skill level.

Skill 1 is a United Nations Space Commission training exercise aboard a Discovery simulator, orbiting at 3000 kilometers above Io. HAL is functioning and assists you in repairing and powering up the Discovery. Run a few training missions on the simulator before trying a harder challenge.

Skill 2 puts you aboard the Discovery at an orbital altitude of 2900 kilometers. You must power up and repair both HAL and the system circuits and leave Io orbit before the ship crashes to Io's fiery heart.

Skill 3 offers arcade-level challenges at a 2700 kilometer orbit. Danger threatens ominously in this tension-filled race against time.

Skill 4 is the toughest challenge of all, even for those with the right stuff! The Discovery's orbit has decayed to 2500 critical kilometers!

THE FUN OF DISCOVERY

This instruction guide provides the basic information you'll need to get started playing 2010: The Graphic Action Game, but it is only the beginning! You'll find that this cartridge is full of special features that make the game exciting every time you play! Experiment with different techniques — and enjoy the game!

Credits

GAME DESIGN: Thomas Fulton

COMPUTER GRAPHICS: Frank Lam

AUDIO DESIGN: Roland Rizzo

DOCUMENTATION: Deborah Ritchie, Michael Clarke, and Technical Publication Department

COLECO
ELECTRONICS

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