FOR
COLECOVISION®
& ADAM™
FAMILY COMPUTER SYSTEM

Guide No. 14352

THE BUCK ROGERS™ CHRONICLE

The Official BUCK ROGERS™ PLANET OF ZOOM™

SEGA®

No. 2615

- For One or Two Players
- Select from Four Skill Levels



The Buck Rogers™ fighter is at your command! Follow the Buck Rogers™ Chronicle in battling ruthless aliens who are trying to take control of the Planet of Zoom™!

COLECO

BUCK'S ADVENTURE!

Step into the command seat of the Buck Rogers™ fighter for a true space adventure! Follow Buck's journey as you read his chronicle and set out for the Planet of Zoom™. An alien intelligence has taken control of the area. You must get there before the alien force devastates the planet. Buck's problems are now your problems: fleets of alien spacecraft keep you from getting to the planet quickly and safely!

First race through a narrow trench and fend off attacks from devious flying saucers and rockets that seem to have minds of their own. Then head out into deep, dark space for more battle!

If you succeed, you'll find yourself soaring over the desolated planet surface. Flying saucers, enemy planes and rockets make more attempts to halt your progress.

Then, another trench! Avoid crashing into energy barriers as you fight off marauding attackers. Back in deep space, asteroids are a threat as you maneuver your fighter around them to blast at assaulting aliens.

If you make it, as Buck did, your fighter rushes toward the mighty alien Command Ship. Blast its four engines, then eliminate the reactor gates. Once beyond the ship, your Buck Rogers™ fighter rushes forward as the battle starts all over and you face another challenge in your space career!

Don't dishonor Buck's legacy. Follow his words, listen to his advice, make use of his experience! It's now up to you to prove you're worthy to follow in his path!

Use your ColecoVision® controllers or Super Action™ Controllers.

GETTING READY TO PLAY

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

One-Pilot Plan
Use the Port 1 controller.

Two-Pilot Plan (Alternating Pilots)
Pilot 1 uses the Port 1 controller. Pilot 2 uses the Port 2 controller. Pilot 1 begins, and each turn at the controls lasts until the pilot loses a fighter. Control then shifts to Pilot 2.

Choose a Challenge.

Press the Reset Button. The Title Screen appears on your TV. Wait for the Option Screen to appear. Select the number of pilots and the skill level you want to play.

Skill 1 (Game Options 1 and 5) is the easiest and can be played by inexperienced cadets and trainees.

Skill 2 (Game Options 2 and 6) is a little harder. Aliens are trickier, tougher to evade.

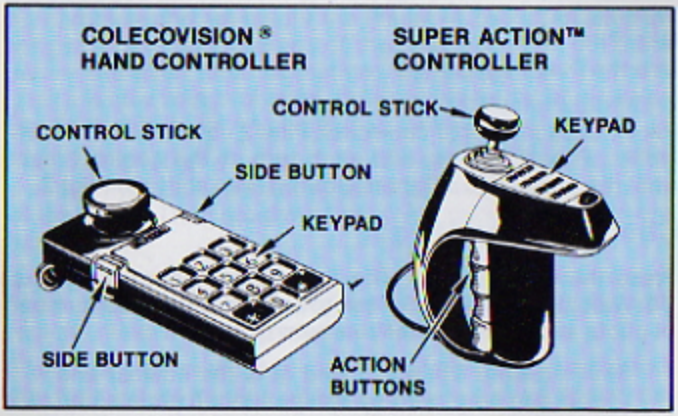
Skill 3 (Game Options 3 and 7) is even more difficult! Enemies show little justice and no heart.

Skill 4 (Game Options 4 and 8) is the toughest challenge of all! Either you survive, or you don't.

Select an option by pressing the corresponding number button on either controller keypad.

USING YOUR CONTROLS

1. **Keypad:** Keypad Buttons 1-8 allow you to select your game options.



2. **Control Stick:** Maneuvering the Buck Rogers™ fighter should come second nature: Press the Control Stick up (away from you) to make the fighter rise. Press the Control Stick down (toward you) to bring it down. Press and hold the Control Stick left or right to make your fighter bank and move in the selected direction. But keep sharp: the fighter's auto-piloting system keeps the ship on course. Each time you release the Control Stick, the fighter moves left or right to center itself.
3. **Side Buttons (ColecoVision® Controller):** Know your weapon and know how it works: Press either Side Button to fire laser blasts. Hold the button down for repeated shots.
4. **Action Buttons (Super Action™ Controller):** Press the Yellow or Orange Action Button to fire laser blasts. Hold it down for repeated shots.

NOTE: On the Super Action™ Controller, the Speed Roller and the Purple and Blue Action Button are not used.

THE BUCK ROGERS™



CHRONICLE

Prepare yourself, Pilot, for the dangerous journey ahead. Turn the page for a detailed account of what you'll face out in the great void of space . . . . .

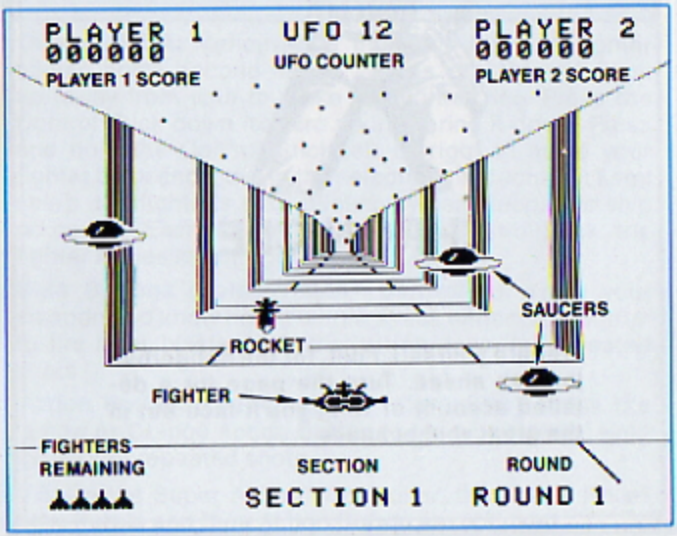
FOREWORD

This is no simulated test, no textbook exercise. This is a battle against a formidable alien intelligence whose ultimate intent is control of the universe. My hopes and the hopes of all on the Planet of Zoom™ are depending on your skill, Pilot. Will you succeed?

SECTION 1

Chapter 1: Into the Trench!

The fighter first appears in a long, narrow trench. Don't worry about how it got there, just worry about getting through! Got hold of the controls? Test them, and test your nerve.



Suddenly alien saucers whiz toward you, diving and banking as they begin their attack. Dodge and fire! But keep sharp. Saucers are not the only danger. Rockets bent on your destruction home in on you! They have a time fuse and explode when time's up. Shoot or dodge them before they go off. Collision with a saucer or rocket eliminates your fighter!

You can earn points back home for each saucer you eliminate, but not for eliminating rockets.

Chapter 2: What Counts.

Check the UFO Counter. It registers the number of enemy saucers (but not rockets) picked up by your tracking beam. The UFO Counter is automatic and counts down each time you eliminate a flying saucer.

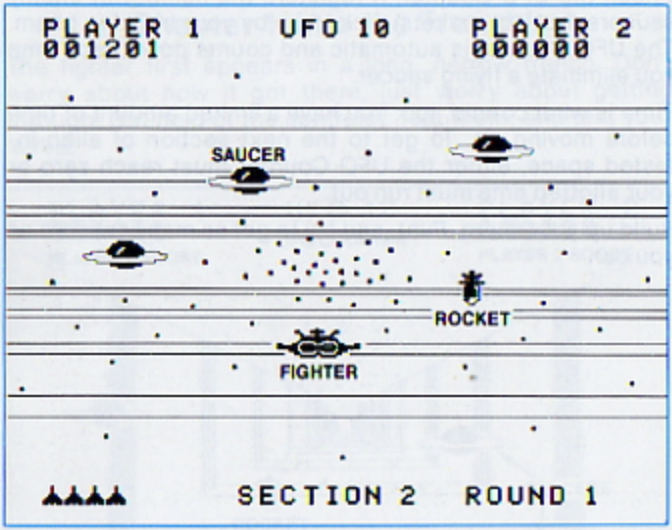
Time is what counts, too: You have a limited amount of time before moving on. To get to the next section of alien-infested space, either the UFO Counter must reach zero or your allotted time must run out.

Build up your score, Pilot, and try to get as many saucers as you can.

SECTION 2

Chapter 3: Hurtle through the stars.

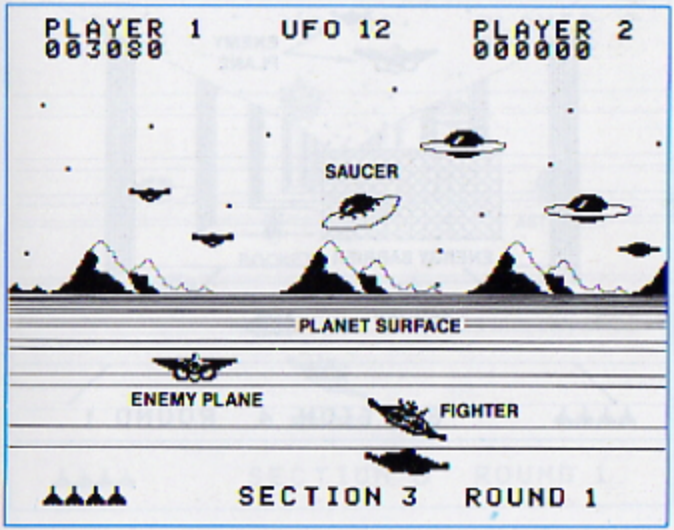
You've gotten through the trench! The Planet of Zoom™ lies ahead in desperate need of help. But your fighter has no clear course through dark space. Another wave of aliens tries to prevent your progress. Rockets zero in on you. Flying saucers try to collide with you. Eliminate as many as you can before time runs out!



SECTION 3

Chapter 4: Scratching the Surface.

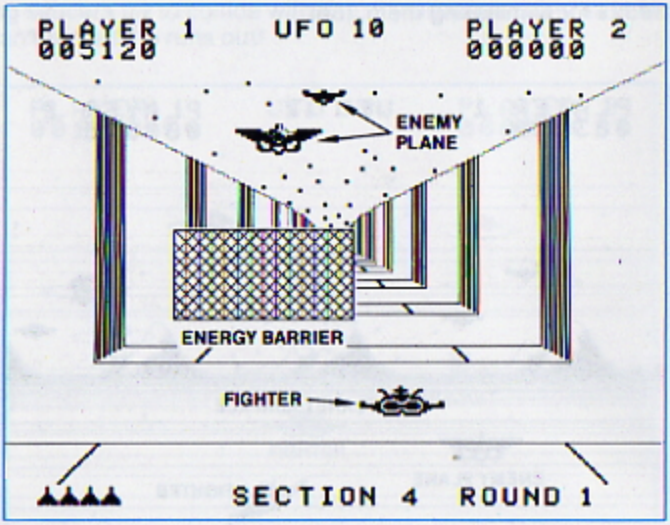
You've reached the planet surface safely, but your safety doesn't last. More flying saucers and rockets haunt your space, but they're not alone! Enemy planes now join the fray. Their presence is included in the UFO Counter. You earn credits for eliminating them, too!

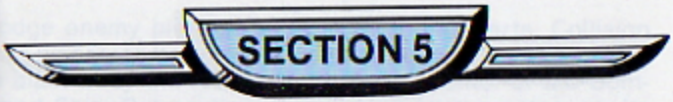


SECTION 4

Chapter 5: Second Trench—Another Venture.

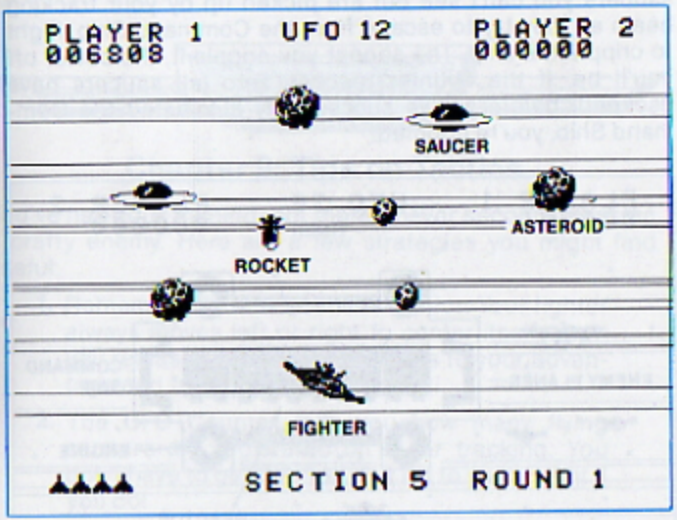
Think you're done with this one? No chance! Dodge energy barriers that block your path as you avoid those relentless enemy planes. The Zoom population is depending on you.





Chapter 6: No Heavenly Bodies, These!

The view out in space looks familiar, but you can't afford to relax. The alien intelligence continues to send its charges to thwart you. Hazardous asteroids pepper the lightless galaxy. Enemy saucers know just how to avoid these space pebbles to collide with you. Maneuver your fighter. Blast those asteroids to earn credits for each one you eliminate!

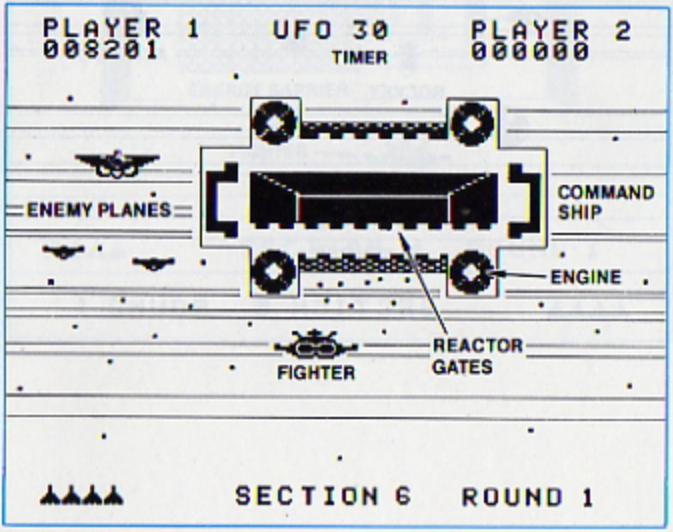


SECTION 6

Chapter 7: Sight the Command Ship.

Here's your ultimate foe—the Command Ship controlling Zoom. Squadrons of enemy planes protect its appalling majesty. You must eliminate each of the Command Ship's four engines to cripple it. And you must do it in a limited amount of time!

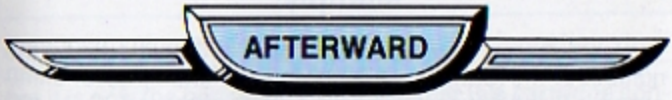
Check the UFO Counter. It counts down the number of saucers you can't see but are picked up by your tracking beam as they try to escape from the Command Ship. Fight to cripple the ship. The sooner you cripple it, the better off you'll be. If the counter reaches zero (all saucers have escaped) before you've successfully eliminated the Command Ship, you're doomed!



Dodge enemy planes and floating engine parts. Collision with planes or flotsam means destruction for you! Move in to blast away the reactor gates at the center of the Command Ship. But caution: if you don't hit the gates, you're doomed!

Chapter 8: Round and Round.

Don't think your duty is up after you've eliminated the Command Ship. You've completed only the first of many rounds of battle. The longer you survive, the more rounds of battle you will face.



Chapter 9: Tips on Tactics.

You've had your training, but there's never second guessing a crafty enemy. Here are a few strategies you might find useful:

1. Remember the auto-centering pilot. Your fighter always moves left or right to center itself when you release the controls. Use this to your advantage and fake out alien attackers!
2. The UFO Counter tells you how many flying saucers are registered on radar tracking. You don't have to get them all, but it's to your credit if you do!
3. Get as many saucers or enemy planes as possible before your time in each section runs out. Time wasted is points lost!
4. If you can blast a rocket safely, do so. But you get no points. If you want my advice, dodge the rockets and aim for the saucers and planes. They're the ones that count!

SCORING AND CREDITS

As you fly, you earn points just for surviving, even if you don't eliminate a single enemy.

FIGHTER ELIMINATES	POINTS EARNED
Flying Saucer	100
Asteroid	100
Enemy Plane	100
Rocket	(No Score)
Command Ship Engine	100

Multiply!

You earn the points listed above **plus** 100 points times the number of the round you are playing. For example, for eliminating a flying saucer in Round 1, your score is 100 + 100 × 1 = 200 points total.

Each time you hit the Command Ship gates and end the round, you earn 2000 points **plus** 1000 points times the number of the round you played.

Reinforcement Fighter.

You win one reinforcement fighter when your score tallies 10,000 points.

THE LAST WORD

This ends my report, Pilot. There's nothing more I can say or do to help you. Good luck, good fighting, safe return!

Buck Rogers

STARTING OVER

Press * after your mission ends to replay your option. Press # to return to the Option Screen and choose another challenge.

Reset

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

THE FUN OF DISCOVERY

This instruction guide provides the basic information you'll need to start playing BUCK ROGERS™ PLANET OF ZOOM™, but it is only the beginning! You'll find that this cartridge contains special features that make this game 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 that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station. 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.

Any implied warranties arising out of the sale of the video game cartridges including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

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SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 10:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game cartridge, please 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 Service Station you have been directed to return it to by the toll-free service information. 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 and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

COLECO

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