FOR
COLECOVISION®
& ADAM™
FAMILY COMPUTER SYSTEM

Guide No. 91881

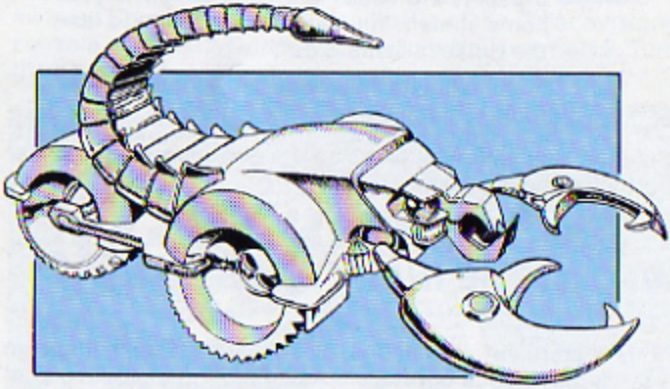
CARTRIDGE INSTRUCTIONS

COLECO'S ORIGINAL

No. 2602

DESTRUCTOR™

- For use with Coleco's Expansion Module #2



- For one player
- Select from four skill levels

Your starcruiser lands in the hostile city of Araknid™ to collect precious Crystals needed desperately on earth. Your equipment: the mighty Ram-car. Use your Ram-car to bump Krystaloids™, transforming them into precious Crystals! But watch out for the evil Destructor™ and deadly Insektoids™, protectors of the Krystaloids™! Can you collect the invaluable jewel-like Crystals and fly home?

COLECO

GETTING READY TO PLAY

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

Choose your challenge!

The Title Screen appears on your TV. Wait for the Game Option screen to appear, then use the controller keypad to choose the skill level you want to play:

Skill 1 is just right for beginners. You get five Ram-cars for survival.

Skill 2 isn't as easy. You face tougher opponents with only four Ram-cars.

Skill 3 presents professional arcade action on your home screen. You get four Ram-cars to face the ruthless Insektoids™.

Skill 4 is the ultimate challenge. How long will your four Ram-cars last?

Select a skill option by pressing the corresponding number button on the controller keypad.

WRECK THE INSEKTOIDS™!

Your starcruiser is millions of light years from home in search of precious Crystals in Araknid™, a city on the planet Arthros. Your purpose is to collect Crystals and take them back to Earth. Your methods are many. Ram Krystaloids™. The impact creates a chain reaction causing them to form into Crystals. Ram Crystals into or fire them at Insektoids™ to stop their fatal harm. Fire Crystals at the deadly Destructor™ to stun it momentarily. Then quickly take the Crystals to your starcruiser for safe keeping!

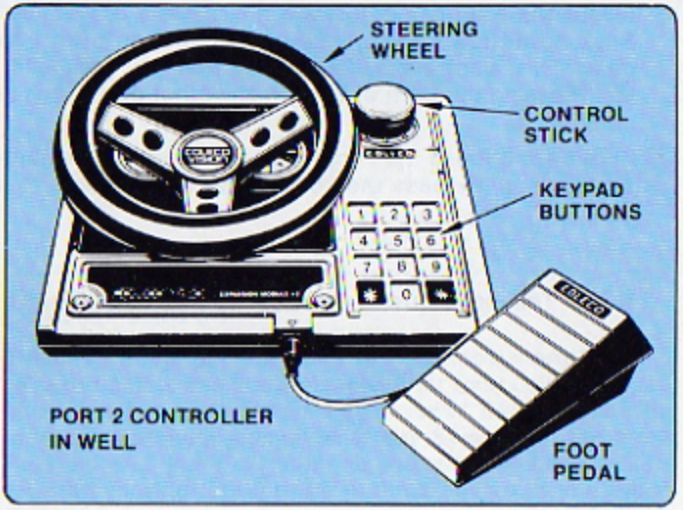
Use Coleco's Expansion Module #2 driving unit to guide the armored Ram-car through Araknid's™ maze. Search for the Krystaloid™ insects. Ram them to form Crystals, then push the Crystals to the starcruiser. Beware of the Insektoids™. If they catch your Ram-car, they'll feast on it!

Keep an eye out for the appearance of Destructor™, the ruthless Insektoid™ master who threatens your survival! Destructor™ tracks your Ram-car to the ends of the city.

The road is choked with ravenous Insektoids™. They can be eliminated, but Destructor™ keeps on coming! In the end, it's either you or Destructor™. Who will win?

USING YOUR CONTROLS

Assemble Expansion Module #2 as shown in its owner's manual. Connect the module to Port 1 of the ColecoVision® console or ADAM™. Connect a hand controller to Port 2. Turn the power ON.



1. **Keypad:** Before the game, Keypad Buttons 1–4 allow you to select the Skill Option you want to play.

   During the game, press any **number** Keypad Button to fire the Crystal that Ram-car is pushing.

2. **Steering Wheel:** The Steering Wheel turns your Ram-car just like a car steering wheel. Rotate the wheel clockwise to turn Ram-car to the right. Rotate the wheel counter-clockwise to turn to the left.



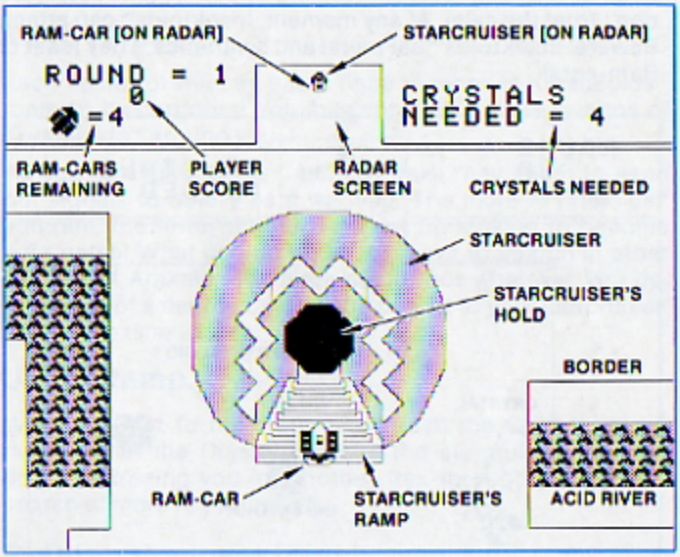
3. **Control Stick:** Press the Control Stick up (away from you) to put the Ram-car in forward gear. Press the Control Stick down (toward you) to put the Ram-car in reverse gear. This also releases a Crystal that you are pushing. Pressing the Control Stick in any other direction has no effect.
4. **Foot Pedal:** Press the Foot Pedal to increase your Ram-car's speed. Release the pedal to decrease speed to a stop.

NOTE: The Side Buttons are not used in DESTRUCTOR™.

HERE'S HOW TO PLAY

Speed away!

Your Ram-car stands on the starcruiser ramp, ready to collect precious Crystals for Earth. You begin each turn in forward gear. Press the Foot Pedal to move the Ram-car off the ramp and down to the business of collecting!



Crystal-ization.

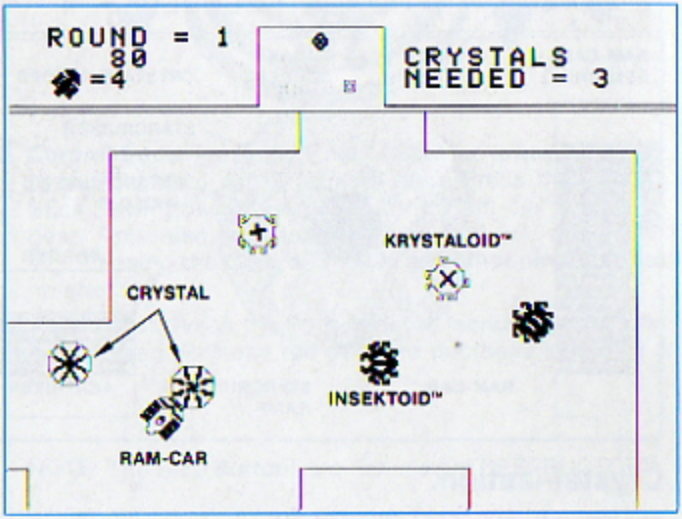
The Crystals Needed indicator tells you how many Crystals to take back to the starcruiser. Higher Skill Levels require you to gather more Crystals than lower Skill Levels. The more missions you complete at any Skill Level, the more Crystals you'll have to gather as you continue playing. Better start moving through the Araknid™ maze to find those Crystals!

Keep your eyes on the road.

The Ram-car is a hardy machine. It can bump the border or starcruiser without the slightest damage. But the Arthros acid river is another story. If the Ram-car runs off the road into the acid river, it sinks and disintegrates!

Danger.

At first, the streets of Araknid™ appear empty, even safe. Look at the radar screen. Nothing appears to threaten, but don't trust the calm. At any moment, Insektoids™ can attack. Beware! Insektoids™ eat metal and synthetics. They feast on Ram-cars!



Crack a Krystaloid™.

So where are the Crystals? They're inside the Krystaloids™. Ram one and the impact creates a chain reaction that

causes it to form a Crystal. Drive your Ram-car against the Crystal to grab hold of it. Now push your prize to the starcruiser.

Remember, you can't pull a Crystal. Going in reverse releases it. You can push one Crystal at a time while going forward or turning.

Caution: Acid and Crystals don't mix! If a Crystal touches the acid river, it disintegrates. So be careful not to lose your precious cargo!

More is less.

Each sector of the city has a finite number of Krystaloids™ roaming its corridors. You may not always have swarms of Krystaloids™ around you.

As you ram Krystaloids™ into Crystals, they seem to send out signals to others as a warning. The more Krystaloids™ you ram, the fewer and fewer show up looking to become your catch! What do you do? You'll have to search in other sectors of Araknid™ for more catch. But whatever you do, grab hold of a nearby Crystal and push it to your starcruiser. There's no time to lose!

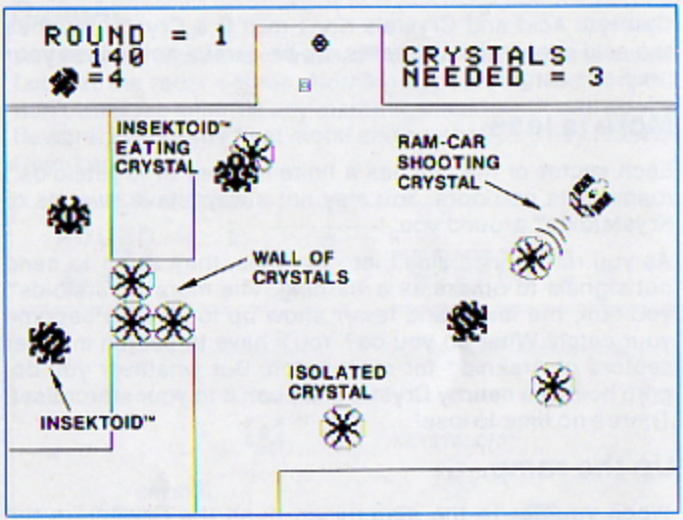
Up the ramp.

When you get to the starcruiser, push the Crystal up the ramp. When the Crystal reaches the starcruiser's hold, it drops in, freeing you for another trek through the maze in search of more Krystaloids™.

Battling the Insektoids™.

Insektoids™ crowd your Ram-car. What now? Ram more Krystaloids™ and build a wall of Crystals to temporarily stop the enemy from getting to you. Insektoids™ cannot move Crystals, but they can move around them!

Here's a hint: Ravenous Insektoids™ like to eat isolated Crystals—those standing alone. And they sometimes like to eat Crystals that are touching others—those linked as Crystal walls. But usually they just turn away from the walls. The walls of Crystals can protect not only your Ram-car, but also the Crystals themselves!



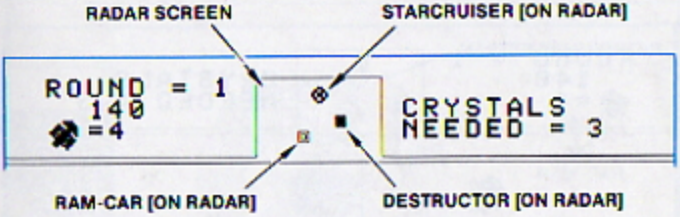
Shooting Back.

Crystals have many uses. The energized (flashing) Crystals pushed by the Ram-car are deadly to Insektoids™. If an Insektoid™ comes into contact with an energized Crystal, both the Insektoid™ **and** the valuable Crystal are eliminated in an explosion. A small price to pay for survival!

Your Ram-car has two attack options. You can ram an energized Crystal into an Insektoid™ or shoot the Crystal. To shoot, aim the Ram-car at the Insektoid™ and press any number Keypad Button to fire the Crystal. If the Crystal makes contact, both are eliminated.

Enter Destructor™!

Just when you have the feel of this alien world, Destructor™ appears. Now you realize that the king of enemies has arrived. You can first see Destructor™ when it appears as a black square on your Ram-car's radar screen. It's sniffing the streets of Araknid™ looking for you. Destructor™ stops to eat Crystals as it moves through Araknid's™ maze—even when it's out of sight (you can hear it munching).



Destructor™ on the move.

Soon enough, Destructor™ shows up. It's on the move and you need protection. Quickly build walls of Crystals. These walls delay Destructor™ for a bit, giving you a chance to grab another Crystal and push it to the starcruiser!

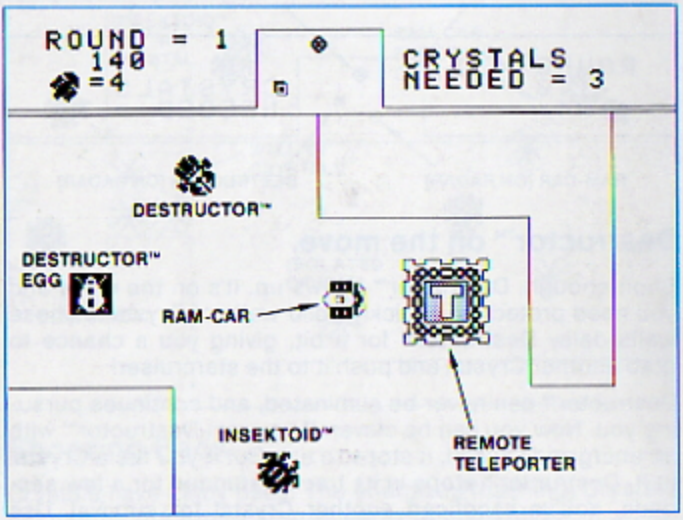
Destructor™ can never be eliminated, and continues pursuing you. Now you can be clever. If you ram Destructor™ with an energized Crystal, it stops to eat. But if you fire a Crystal at it, Destructor™ stops in its tracks, stunned for a few seconds. You've sacrificed another Crystal for survival. Use your costly time wisely.

Destructor™ Eggs.

See the harmless-looking, yellow-and-black form sitting in the road and motionless? It's a Destructor™ egg. Drive by if you must, but be careful. Sometimes the egg hatches a new Destructor™ to chase you! Perhaps just to be safe, fire a Crystal at it. That'll take care of matters—for now.

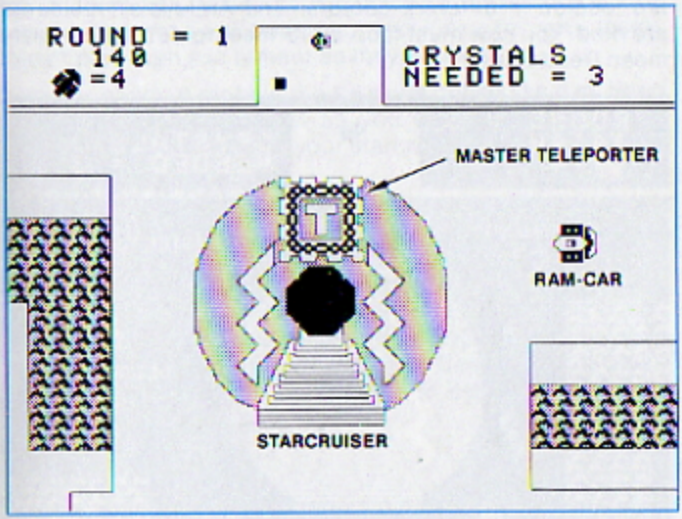
Here one minute, gone the next.

Your Ram-car is trapped: Insektoids™ are closing in, Destructor™ is breathing down your neck and the starcruiser is clear on the other side of Araknid™. What can you do? How can you escape? Quickly roam sectors of the city to find a remote Teleporter to get back to the ship. Drive into the Teleporter. Moments later the Ram-car appears in the Master Teleporter on the starcruiser. You're temporarily safe from Insektoid™ enemies.



Every time you use a remote Teleporter, you always teleport to the starcruiser. When you re-enter the Master Teleporter, you always return to the remote Teleporter you originally came from.

Whenever you start a new round, or whenever your Ram-car is eaten by an enemy and you restart the same round, the Master Teleporter is deactivated. You must use a remote Teleporter to get back to the ship and activate the Master Teleporter.



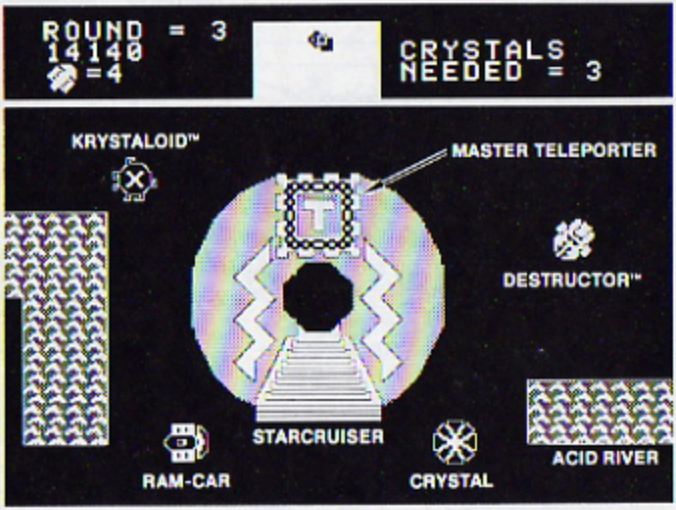
By the way, if your Ram-car pushes a Crystal into a Teleporter, both the Ram-car and the Crystal return to the starcruiser's Master Teleporter. Drive around the ship, go up the ramp and push the Crystal into the ship's hold. Safe!

The Final Crystal.

The Crystals Needed indicator reads one Crystal to go. Your Ram-car places this final Crystal in the starcruiser and your first mission is now complete. Fasten your seatbelt—the starcruiser is ready to blast off to return to Earth!

Second chance.

If you've survived your first go-round on Araknid™, you return from Earth to land in a new location of a transformed city. What's different this time? Road connections may have changed. Bridges may no longer cross canals. Teleporters are located in different sectors. And Araknid's™ residents are riled. You now must face more Insektoids™ and a mean, mean Destructor™.



Nighttime means plight-time.

Depending on your Skill Level, your next round might take place at night. Unfortunately, you won't be able to see everything you saw during the daytime. Some things are identifiable, though. You can see the acid river. And you can see roaming Krystaloids™ plain enough. You can even spot Destructor™. But borders? Sorry. You'll have to bump your way around them. And Insektoids™? Forget it! They can sneak around in the dark to set ambushes for you!

Help in the dark.

There are some things that can help you in the darkness. Sounds, of course, continue to clue you in on activity. And you get a momentary flash of daylight when your ram-car bumps a Krystaloid™, border or the starcruiser, fires a Crystal, or teleports. Now's your chance to take a quick look around and get your bearings. And lucky for you, Insektoids™ glow with excitement as they get near you.

But your plight at night is the same as during the day. Keep collecting Crystals as fast as you can. And don't forget you're safe on the ramp of your starcruiser!

Sounding it out.

Your ears are as important as your eyes. Get to know the sounds you hear. Day or night, they warn you of danger, help you keep on your toes, and reinforce your actions. For example, when you're pushing a Crystal, it's "energized" and emits a pulsating sound. That's good. But when you hear a warning sound, it means that Destructor™ is near. That's bad! There are other sounds to listen for, but you'll hear them soon enough!

Round and round.

Survive your nighttime experience and you move on to further adventures. The farther you go, the tougher the job. Your commission is finally over when you've lost your last Ram-car.

Starting over.

Press * after a game to replay the DESTRUCTOR™ game option that you have just played. Press # to return to the Game Option screen.

Reset

Pressing the Reset Button stops the game and returns you to the Title Screen. Reset can be used to start a new game at any time, and can also be used in the event of a game malfunction.

SCORING

ACTION:	POINTS
Ram a Krystaloid™	20
Eliminate with a Crystal:	
Insektoid™	100
Destructor™ Egg	1000
Stun Destructor™	1000
In each round:	
Take first Crystal to starcruiser	100
Second Crystal	200
Third Crystal	300
	. . . and so on!

Multiply!

Multiply each of the above scores by the number of the round you're playing.

Bonus Points.

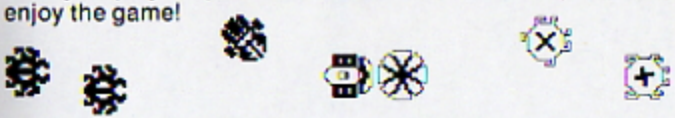
Each time you complete a round, you earn Bonus Points: multiply the number of Crystals you took to the starcruiser by 1000 points. For example, if you gathered 10 Crystals, you earn 10,000 Bonus Points at the end of the round!

Bonus Ram-cars.

If you earn 20,000 points, you win one bonus Ram-car. From that point on, you earn one bonus Ram-car for each additional 40,000 points earned, up to a total maximum of five bonus Ram-cars.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing DESTRUCTOR™, but it is only the beginning! You will find that this cartridge is full of special features that make DESTRUCTOR™ 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.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

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.

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