Guide No. 78128B

COLECO VISION™

CARTRIDGE INSTRUCTIONS

The Official

SPACE FURY™

by SEGA®

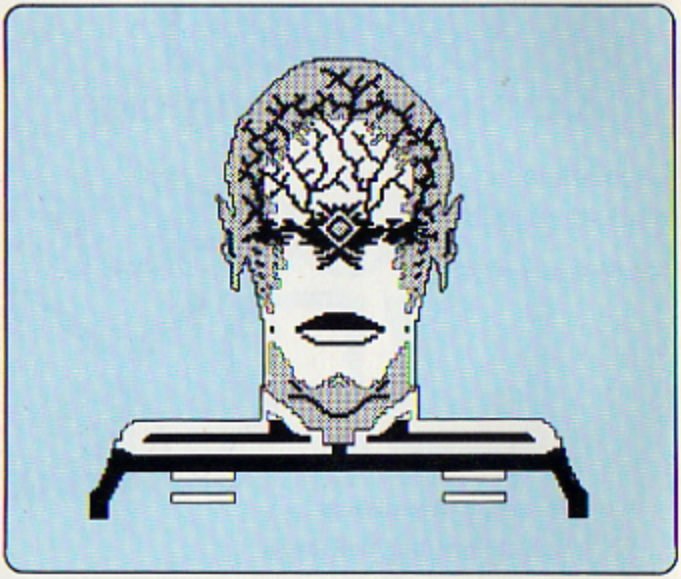
- For one or two players
- Select from four skill levels



Plays like the SPACE FURY™ arcade game!

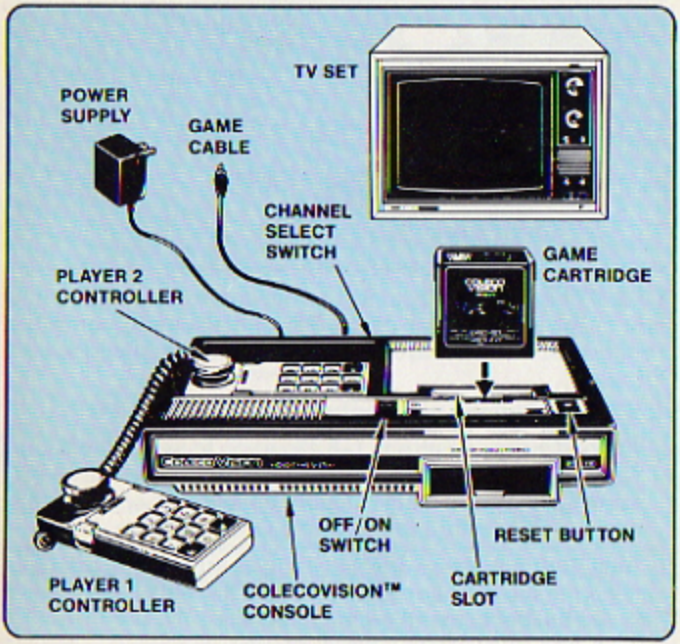
COLECO

GAME DESCRIPTION



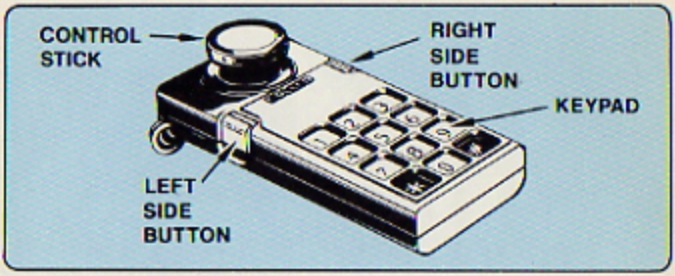
Coleco's SPACE FURY pits you against the space fleet of the Alien Commander. Maneuver your fighter to avoid enemy scouts. Then fire to eliminate them before they join to complete a ship that shoots deadly fireballs. Banish the first squadron and you get a chance to join with a mother ship that gives you more firepower. If you defeat all the squadrons, you'll be matched against the entire alien fleet! How many of the Alien Commander's attackers can you conquer?

GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to your TV. Make sure power supply is plugged into the console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play one-player SPACE FURY, use the controller in Port 1 (the rear jack). To play two-player SPACE FURY, use both controllers.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



NOTE: For a one-player game, use the controller plugged into Port 1. For a two-player game, Player 1 uses the controller plugged into Port 1; Player 2 uses the controller plugged into Port 2.

How to Use Buttons and Control Stick for SPACE FURY

1. **Keypad:** Keypad Buttons 1–8 allow you to select the Game Option you want 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. **Side Buttons:** Press the left Side Button to thrust your fighter in the direction it faces. Press the right Side Button to fire bullets in the direction it faces.
3. **Control Stick:** Press the Control Stick to the right to rotate your fighter in a clockwise direction. Press the Control Stick to the left to rotate your fighter in a counterclockwise direction.

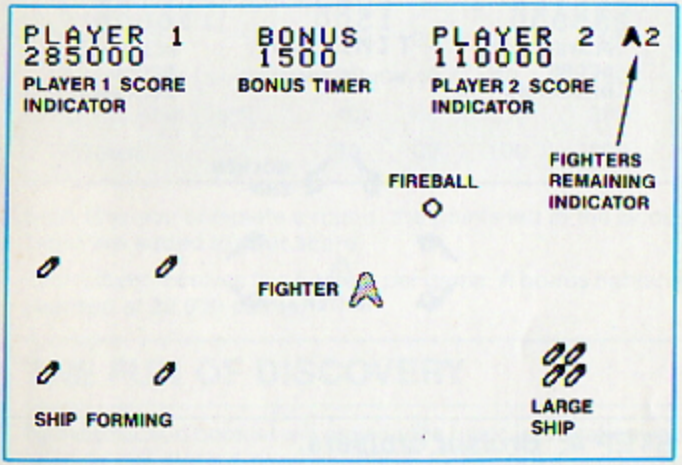
NOTE: Pressing the Control Stick up or down has no effect.

HERE'S HOW TO PLAY

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 eliminated.

STEP 1: The choice is yours.

Press the Reset Button. The Title screen will appear on your TV. 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.



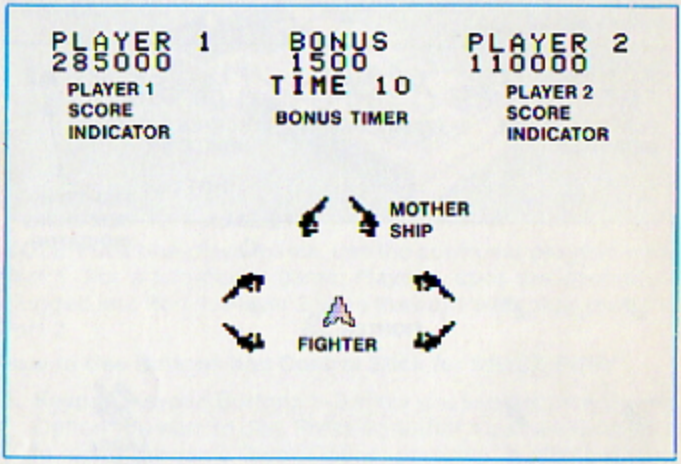
STEP 2: Prepare for battle!

After you select a Game Option, the dreaded alien commander challenges you to battle. Then your first fighter appears in the center of the screen, ready for Round 1. Rotate your fighter. Press the right Side Button to fire at the groups of alien scouts before they join together to form large ships that eliminate your fighter on contact. If they do form large ships, thrust your fighter away quickly to avoid their deadly fireballs, but keep firing!

STEP 3: More power to you.

If you can eliminate all alien scouts, you move on to the docking phase. Rotate your fighter to face the mother ship you want to dock with. Each mother ship allows you to fire differently from the others. Try all three to find your favorite for each battle.

Press the left Side Button to move into the ship. (Be sure your fighter docks solidly into the middle of the ship.) You now have three times the firepower as before! (If you fail to dock, you must battle the enemy in the next round with only your single fighter.)



STEP 4: Bruiser cruisers.

In Round 2, you face groups of alien cruisers. Use your extra firepower to eliminate them. Complete this mission and you get to dock with another mother ship!

STEP 5: There's no stopping now.

The Alien Commander continues to send out attackers. You battle groups of enemy destroyers and warships. In higher rounds, and for the rest of the game, you must battle the entire fleet! (Remember, you get three chances to dock, each time with a different mother ship.)

STEP 6: Starting over.

Press * to replay the SPACE FURY Game Option that you have been playing. Press # to return to the Game Option Screen.

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.

SCORING

ROUND:	1	2	3	4 & Up
Small Ship	10	20	30	40
Large Ship (whole)	20	40	80	150
Large Ship (part)	40	80	150	300
Fireball	30	60	100	200

Each time you complete a round, the points left in the Bonus Timer are added to your score.

Each player receives five fighters per game. A bonus fighter is awarded at 20,000 points.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing SPACE FURY, but it is only the beginning! You will find that this cartridge is full of special features to make SPACE FURY 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 its 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 5:00 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 days Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

COLECO

SPACE FURY™ and SEGA® are trademarks of SEGA ENTERPRISES, INC. © 1981 SEGA ENTERPRISES, INC.

Package, Program and Audiovisual © 1983 Coleco Industries, Inc., Amsterdam, New York 12010

Printed in U.S.A.