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IMPORTANT

Please ensure that you complete and post the cartridge warranty registration form. Failure to do so may result in delays in repair or replacement of any cartridge which becomes defective.

CBS
ELECTRONICS

CBS Electronics Headley Road East Woodley Berks

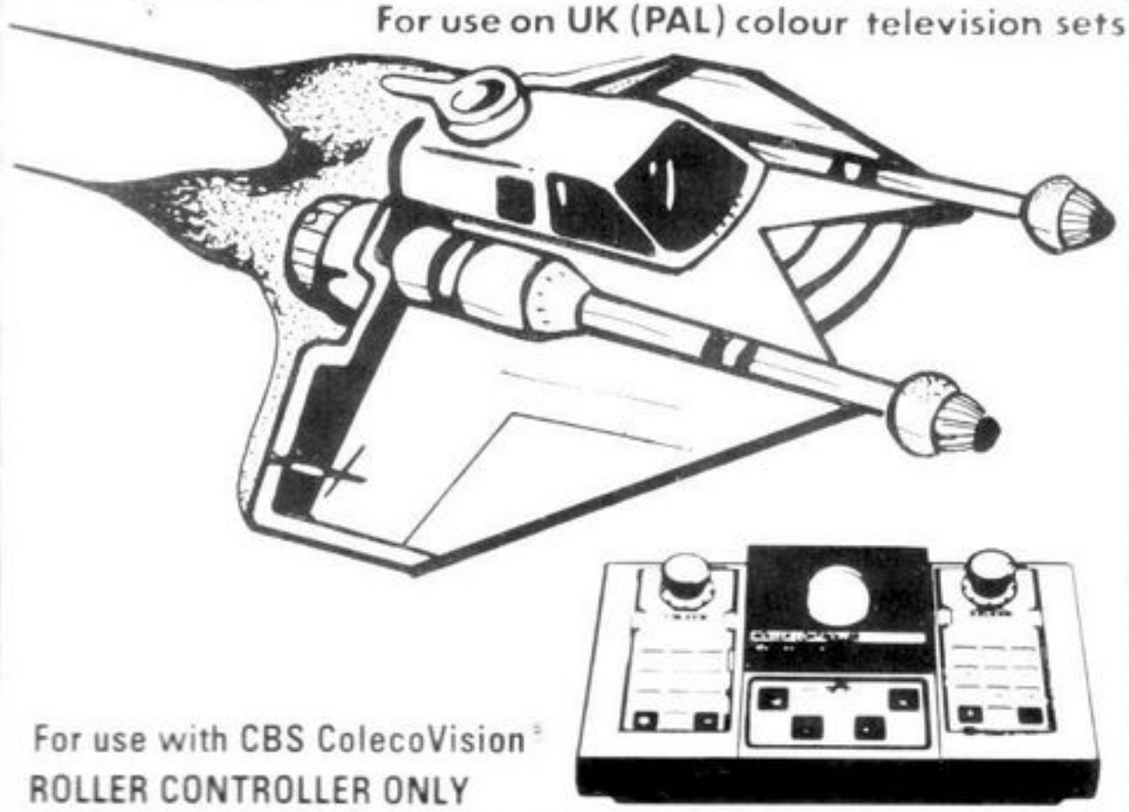
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VICTORY™

by

CARTRIDGE INSTRUCTIONS

For use on UK (PAL) colour television sets



For use with CBS ColecoVision®
ROLLER CONTROLLER ONLY

CBS Electronics Video Game Cartridge for use with CBS Coleco Vision™ Video Game System.

CBS
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GAME DESCRIPTION

Your planet has been overrun by an alien force. They've installed radar, rockets and quark silos. Their deadly ships drop paratroopers to release the quarks. You must stop them! Fire your lasers to destroy the aliens. If the going gets rough, put up your shields or trigger your Doomsday Device.

GETTING READY TO PLAY

MAKE SURE THE CBS COLECOVISION™ CONSOLE IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

Choose your challenge.

Press the Reset Button. The Title Screen appears on your TV. Wait for the Game Option screen to appear. It contains a list of game options numbered 1-8.

Skill 1 is the easiest level, suitable for beginners.
Skill 2 action is faster than Skill 1, but not as demanding as the arcade game.
Skill 3 is as difficult as the arcade game.
Skill 4 is more challenging than the arcade version!

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

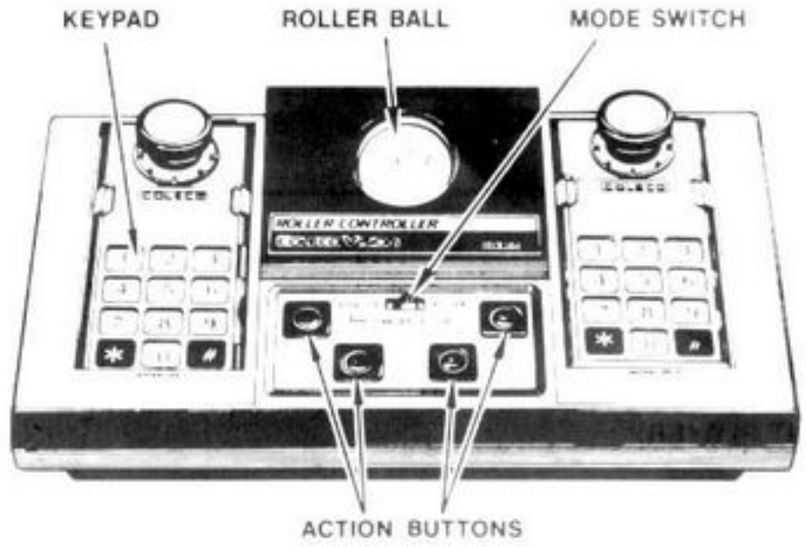
Players take turns. Player 1 begins, and each turn lasts until the player's battlestar is eliminated.

PAUSE Feature
Press * to pause during a game. Press * to return to the game exactly where you stopped. There is a brief delay after the game screen reappears. It allows you to size up the situation before play begins again!

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, and can also be used in the event of game malfunction.

USING YOUR CONTROLS

Attach the Roller Controller as explained in its owner's manual. Slide the Mode Switch to "Roller Cartridge" mode for VICTORY™.



Roller Ball:
Spin the Roller Ball to aim your battlestar in any direction you want to fire or thrust. Up, down, side-to-side, even diagonals are just a roll away!

Action Buttons:

THRUST
Press the right upper Action Button to turn your engines on and off and to thrust. To stop, hit the right upper Action Button once more.

FIRE
Press the right lower Action Button to fire at your enemies. Each press of this Action Button releases two bullets.

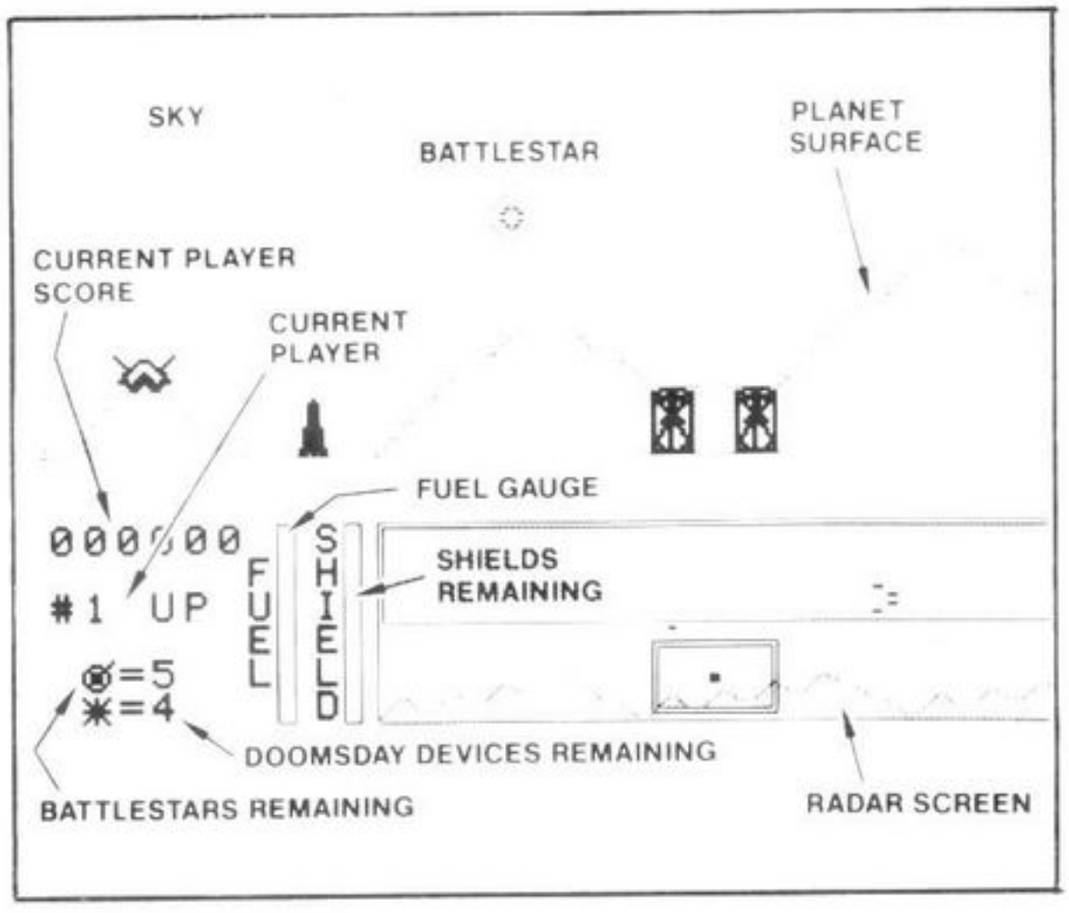
DOOMSDAY DEVICE
Press the lower left Action Button to eliminate all enemies on the screen.

SHIELDS
Press the upper left Action Button to protect your battlestar from every enemy, including collision with the planet surface!

HERE'S HOW TO PLAY

Flying away.

Press the thrust button to rise away from this alien-infested planet. Your battlestar moves in the direction its weapon faces. Skim the planet's surface or fly into deep space. Keep sharp. The enemy is on its way!

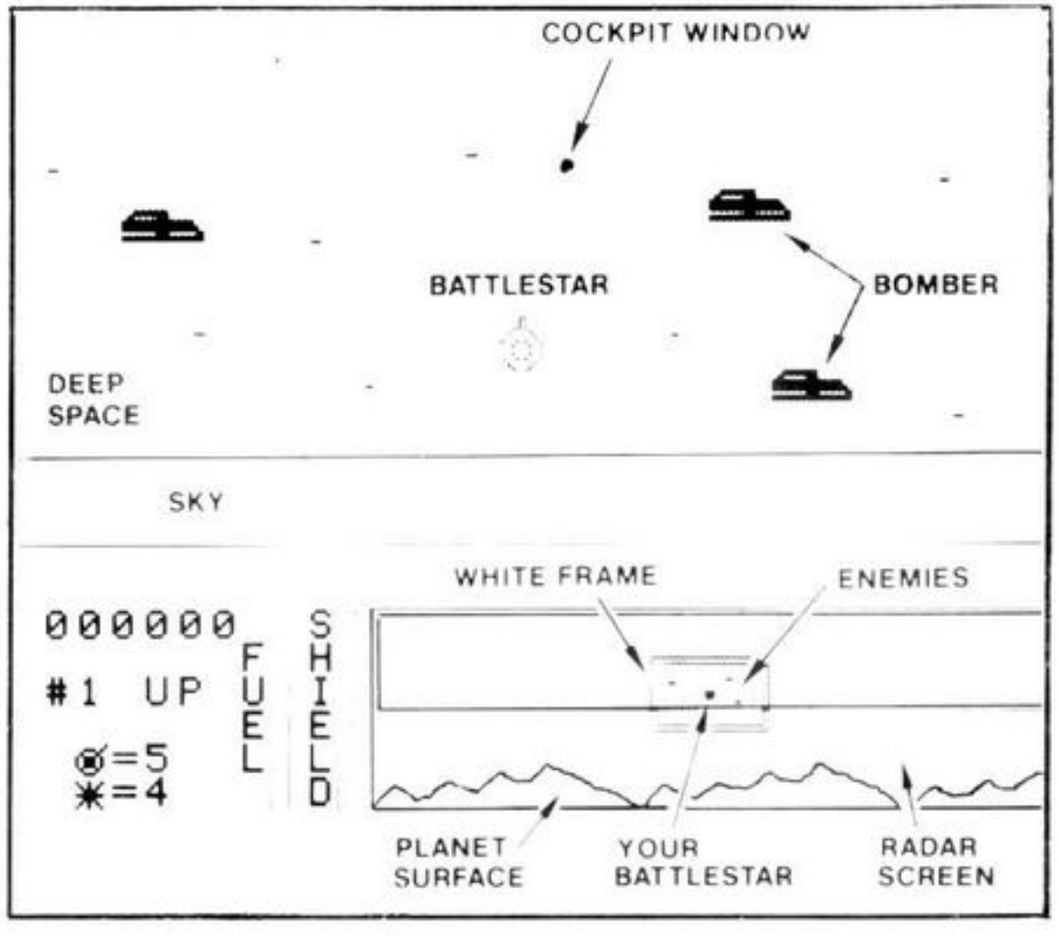


The enemies approach.

You can see all the enemies on your Radar Screen. Enemies look like blips. The battle can't begin until the enemies enter the white frame in the middle of the screen. Beware! When enemies enter the white frame, they can fire at you. Fire back!

Attack!

Put up your shields or eliminate all the enemies in the Cockpit Window with your Doomsday Device. But remember – you have only four Doomsday Devices and four shields. Save them for the right moment. Hold the enemies off with bullets as long as you can!

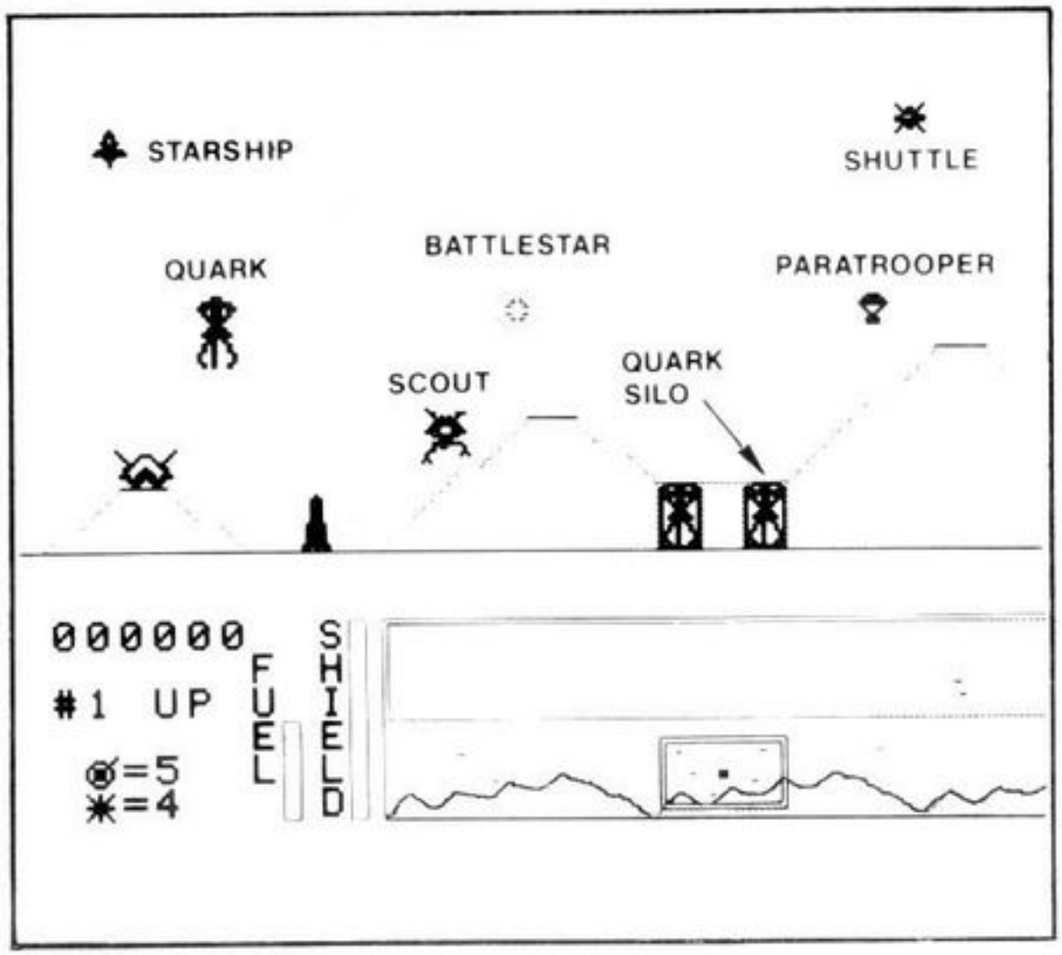


Bombers.

Here are your enemies, and they're looking for **you**. Bombers attack in formation. Beware! They like nothing more than to overlap so you can't see how many there are. Wait till a bunch of them enter the Cockpit Window. Then hit the Doomsday Device and knock them out all at once.

Paratroopers

Don't trust those paratroopers falling out of bombers and shuttles. If they touch ground, they change into scouts who roam the planet surface and release super deadly quarks. Don't let that happen! Shoot the paratroopers before they land!



Duel to the death!

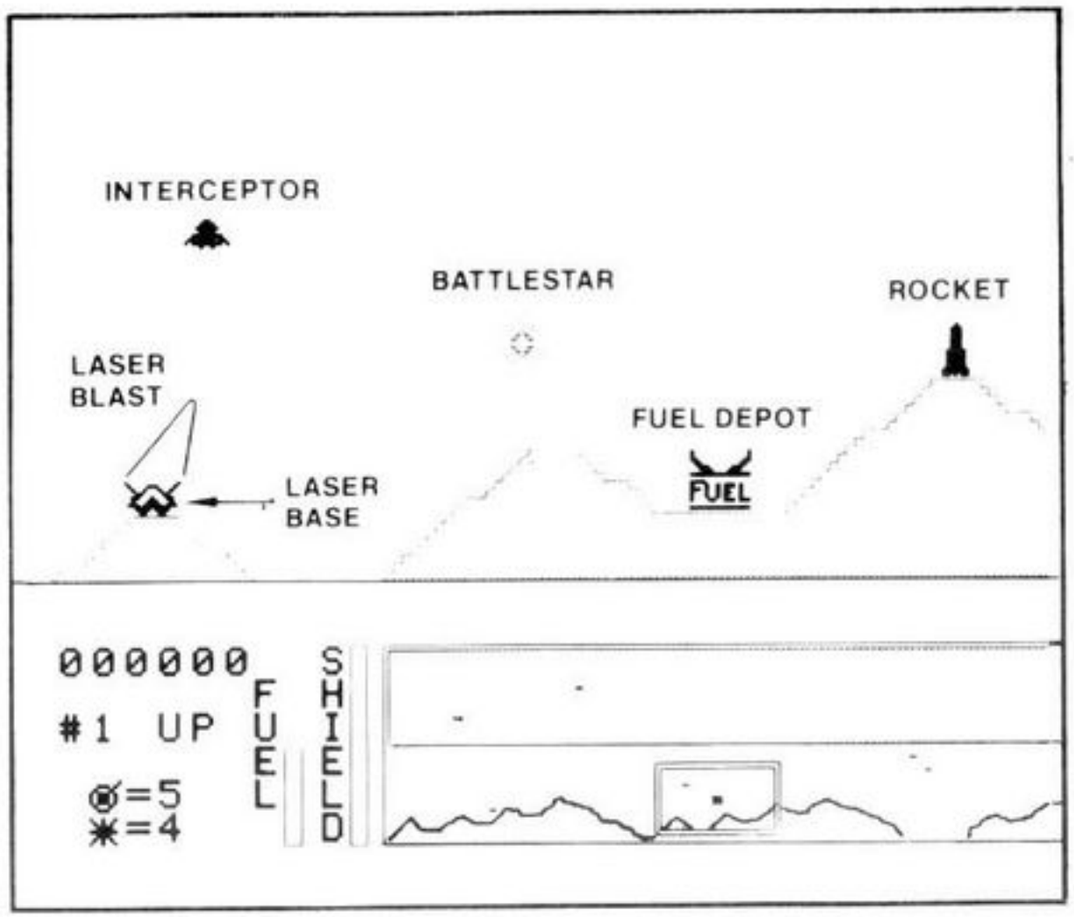
"Yellow Alert" flashes across your screen. A quark has just been released, and it's headed straight for you! Watch out for the quark's laser shots. A quark never rests until it has eliminated your battlestar or your battlestar has eliminated it!

Don't dawdle.

The longer you wait to eliminate the enemy squadron, the worse your situation becomes. Starships attack. Scouts release more quarks. And once all the quarks are released, everything homes in on your battlestar. Be quick! Get them all!

Warning: Low Fuel!

When this warning sounds, you have only a few seconds to save yourself. Dive to a fuel depot and fill up. You can't make it? The Red Alert sounds. You can't move! Enemy groups attack. Fire! Only by eliminating the squadron can you survive.



Rockets and laser bases.

Those docile-looking rockets and laser bases can be deadly enemies. Approach a rocket and it fires away. Get near a laser base and it can blast your battlestar to smithereens. You can eliminate the rockets, but they're not part of the enemy squadron you **must** destroy. Avoid the laser bases. There's **no** way to knock them out!

Quark Bonus!

You've eliminated the squadron. Now collect your reward. Each quark not released by a paratrooper is worth 1000 bonus points in the first play level. The more squadrons you eliminate, the greater your Quark Bonus!

Spacer Flier.

Another squadron challenges your battlestar. This time the enemies have called for interceptors and saucers to help them. Try to eliminate the new squadron, flier.

Starting over.

Press * to replay the VICTORY™ Game Option that you have been playing. Or press # to go back to the Game Option screen.

SCORING

Battlestar eliminates:		Points:
Rocket		50
Paratrooper		100
Scout		750
Bomber		1000
Interceptor		1250
Shuttle		1500
Quark		3000
Starship		3000

Bonus.

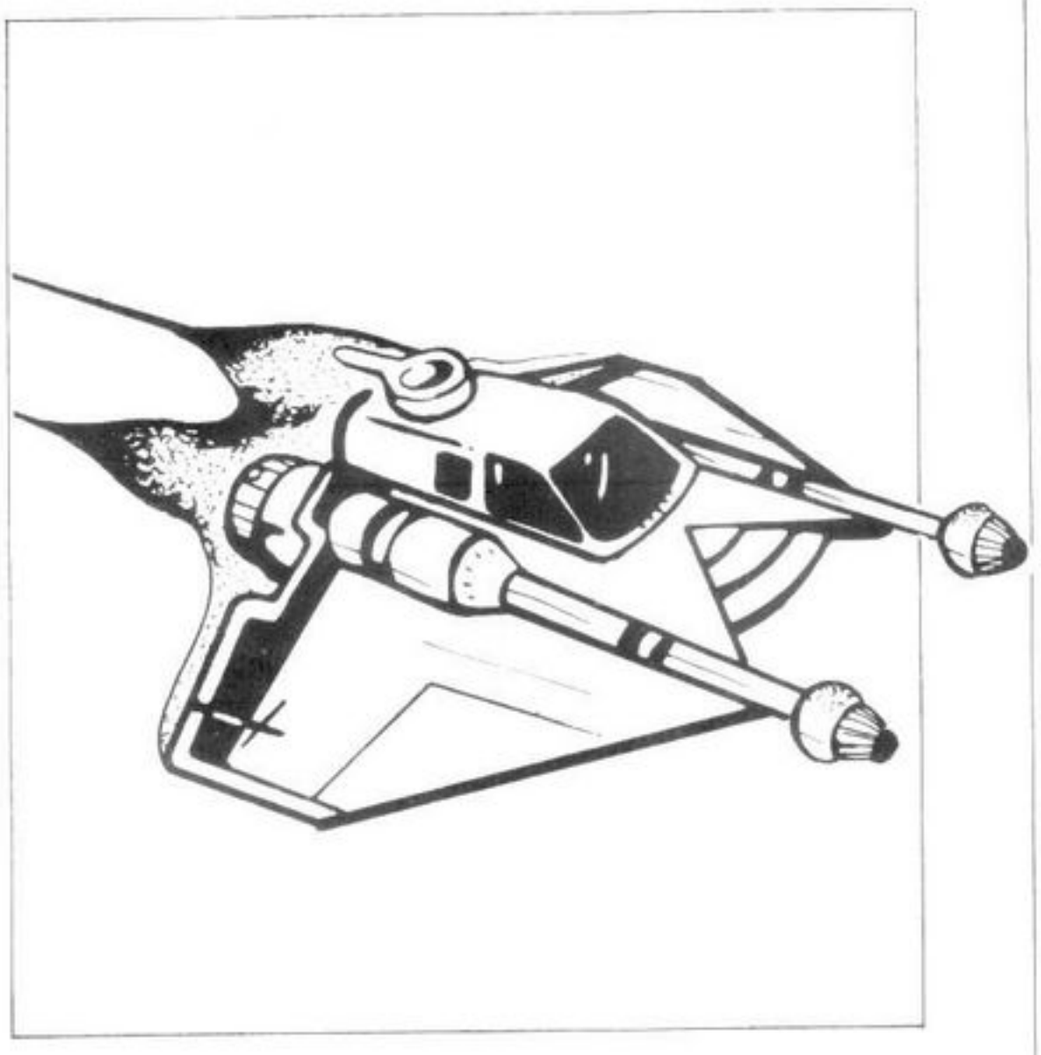
The more squadrons you eliminate, the more points you earn for each unreleased quark. You start VICTORY™ as a cadet earning 1000 points for each unreleased quark. When you achieve the top rank of "Ace", each unreleased quark is worth 8000 points!

More Bonuses!

When you earn 35,000 points, you win a bonus battlestar, one Doomsday Device, one Shield **and** 1600 points. Your next bonus comes at 100,000 points. From then on you earn a bonus each time you increase your score by another 100,000 points.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing VICTORY™, but it is only the beginning! You will find that this cartridge is full of special features that make VICTORY™ exciting every time you play. Experiment with different techniques – and enjoy the game!



Look out for new CBS Electronics videogame cartridges for the leading videogame systems. Cartridges already available or coming soon are listed below. These games are based on the popular arcade game versions.



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