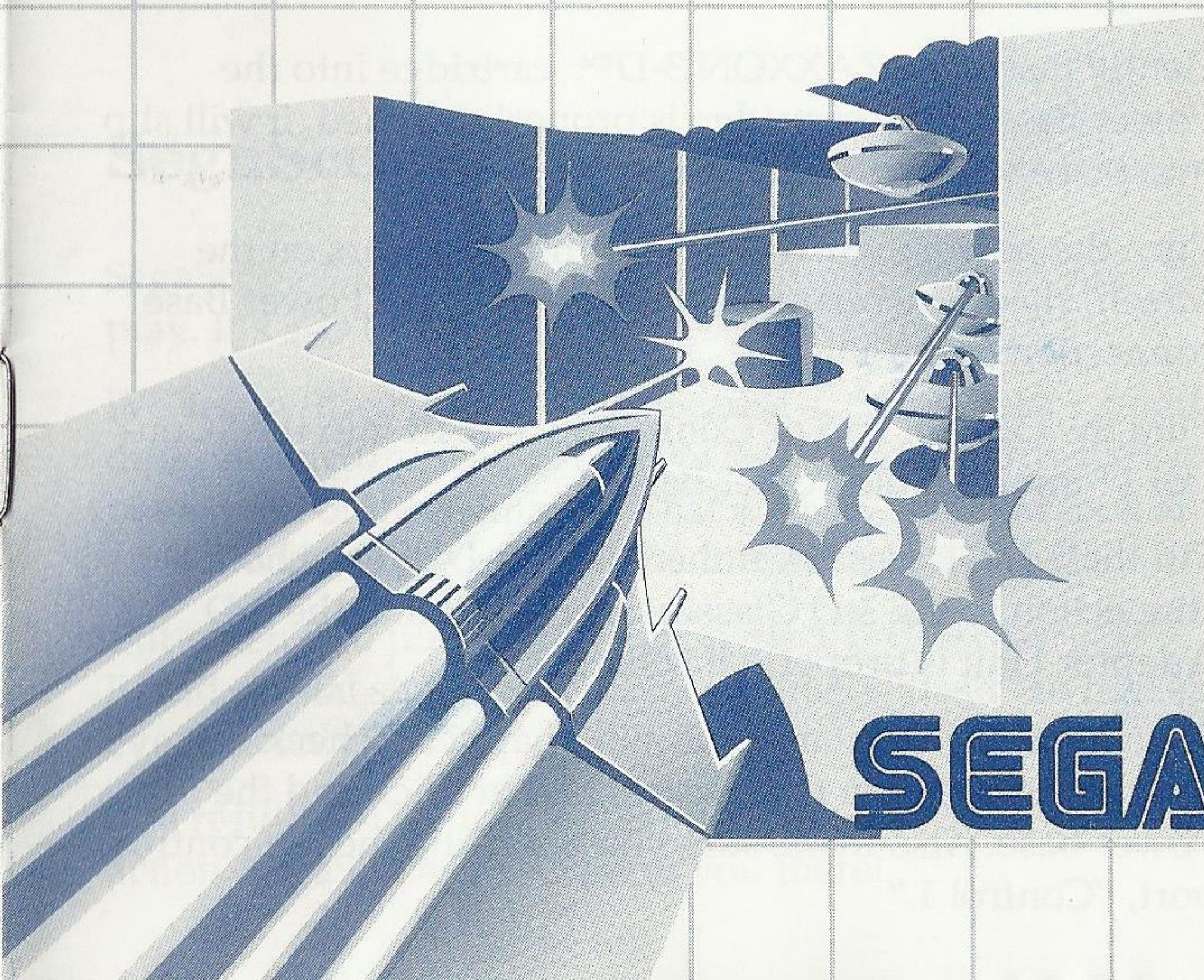
SEGASCOPE™ 3-D

Zaxxon™ 3-D

The enemy has built battle fortresses in the farthest reaches of space. There's only one way in...and one way out.

YOUR MISSION: Infiltrate the enemy's defenses and destroy their mother ships!



SEGA®

Loading Instructions: Starting Up

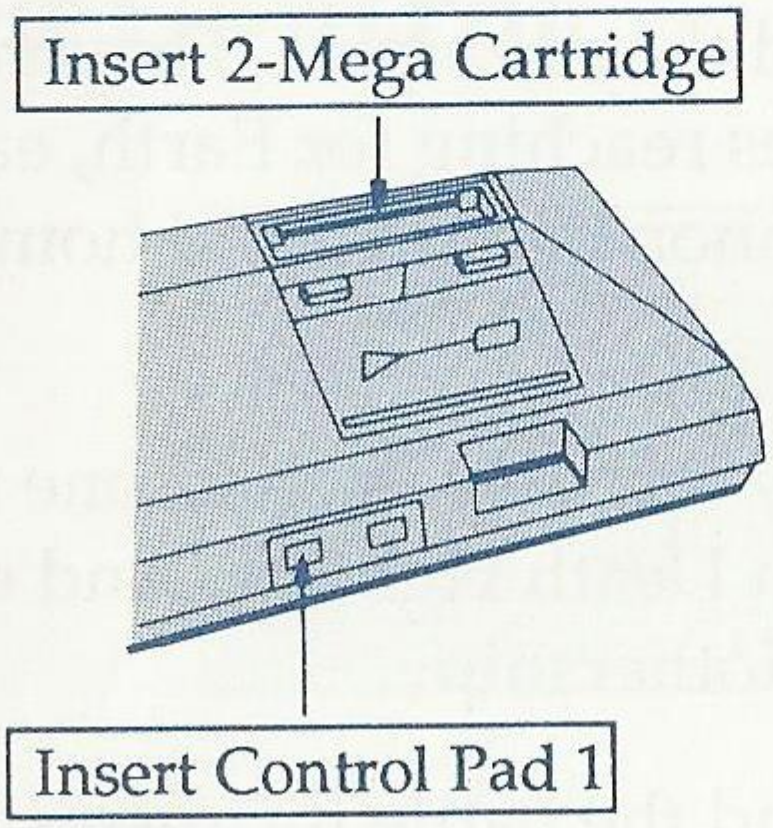
Zaxxon 3-D™ is designed for use with Sega 3-D Glasses™ and Sega Control Pad or Control Stick (optional).

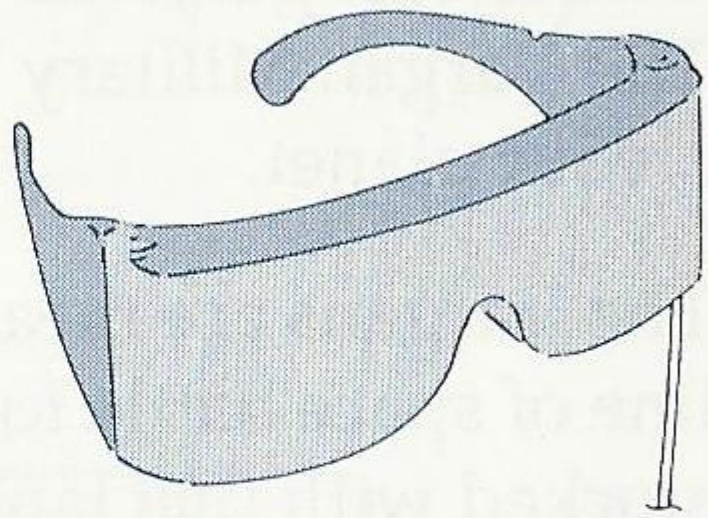
It's one of a new generation of games which give you the ultimate dimension in 3-D video game play! Follow these set up instructions, and watch your screen come alive!

The following instructions are for game set up.

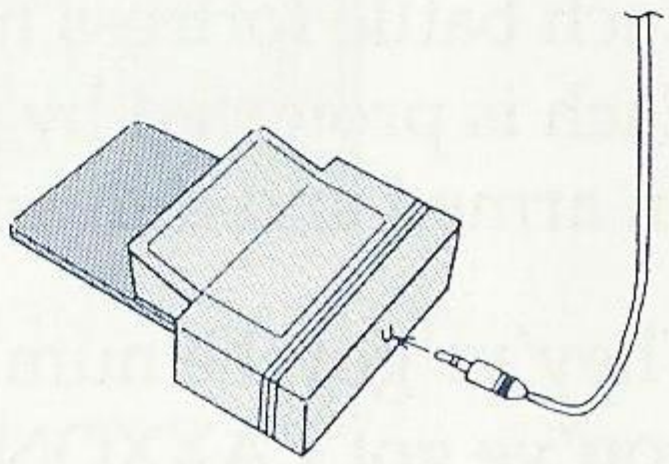
1. Make sure the power switch is OFF.
2. Insert the 3-D Adaptor Unit into the Power Base card slot. Insert the 3-D Glasses plug into the 3-D Adaptor Unit's jack port.
3. Gently insert the ZAXXON 3-D™ cartridge into the Power Base. If the cartridge is properly aligned, it will slip into place without strong force.
4. Turn the power switch ON. If nothing appears on the screen, check the cartridge insertion and the Power Base connection to the TV.
5. Plug the Control Pad or Control Stick cord into the "Control 1" input on the Power Base.
6. Put the 3-D Glasses on. If there is no 3-D effect, check the connection to the 3-D Glasses, and check that the 3-D Adaptor Unit is properly installed.
7. Push Button #1 to start. If nothing happens, check the connection between the Control Pad or Stick and the Power Base. Also make sure you are using the left control port, "Control 1."

IMPORTANT: Always make sure that the Power Base is turned OFF when inserting or removing your Sega Card/ Cartridge™.





3-D Adaptor



SegaScope 3-D™

SegaScope 3-D™ adds challenging dimensions to your game play. It's 3-D like you've never seen before! Here's why.

We see in three dimensions because each eye sees a slightly different picture. The ZAXXON 3-D™ game cartridge displays both of these images. That's why when you look at the screen without the glasses, the image looks blurred.

But when you put on the SegaScope 3-D Glasses™, the liquid crystal shutters in each eye shield "flash" so that each eye sees only one image.

The result: 3-D games so real that you become a part of the action. SegaScope 3-D™ takes you there!

What's Happening

Two thousand years of galactic peace are coming to an end. The Vargan Military Empire has declared war on Earth ...your planet.

The Vargans are mean...and they're smart. They've built a line of space battle fortresses reaching for Earth, each stocked with fuel tanks, cannon batteries and homing missiles.

Each battle fortress has only one way in...and one way out. Each is protected by Vargan Death Fighters. And each hides an armed and dangerous Mothership.

They've got the numbers and the battle fortresses. But you've got ZAXXON, a powerful one-man fighting ship designed for battles in close quarters.

The Object

ZAXXON takes you through 9 rounds of deep space battle. In each round you must:

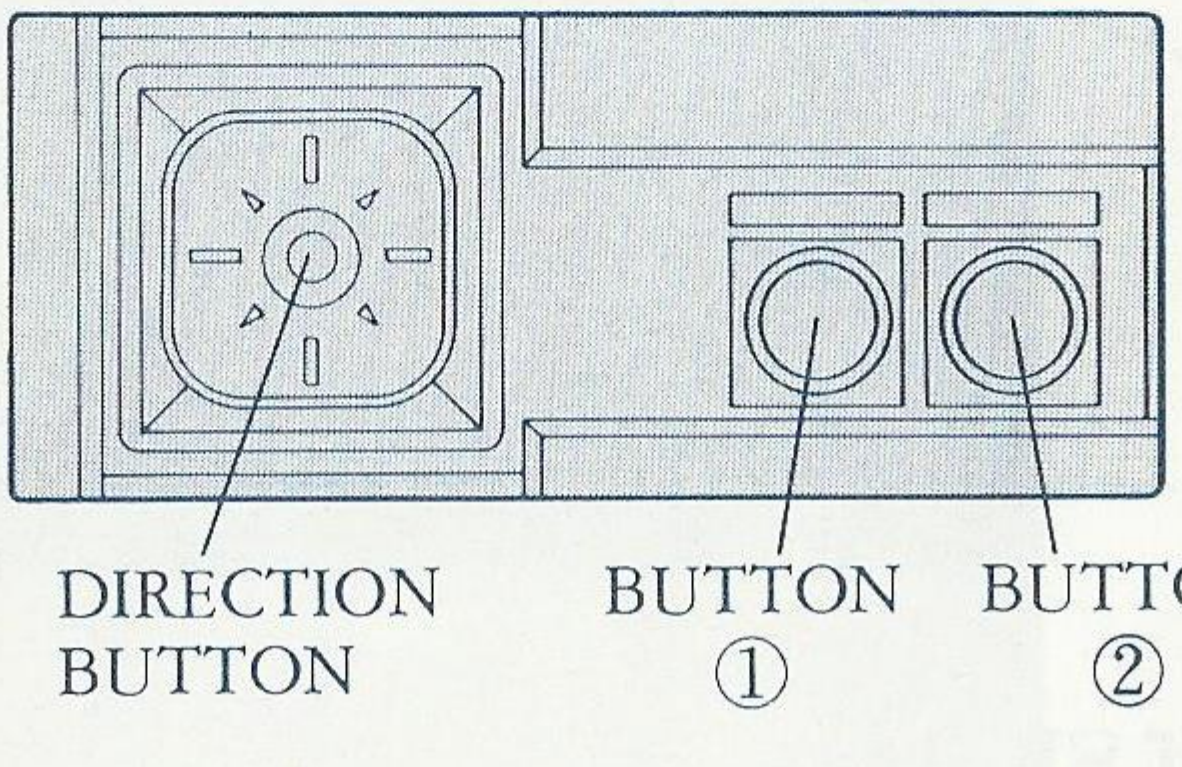
1. Shoot your way past the enemy Death Fighters.
2. "Run the Gauntlet" in the enemy battle fortress.
3. Defeat the Vargan Motherships.

You begin the game with three ZAXXON ships.

You will lose one ZAXXON ship if you run out of fuel, are hit by an enemy shot or missile, or if you hit an enemy protective wall or magnetic barrier.

If you complete the last section of round 9, you will see the message "MISSION COMPLETE." This is not the end of the game. You then go to round 10...where anything can happen!

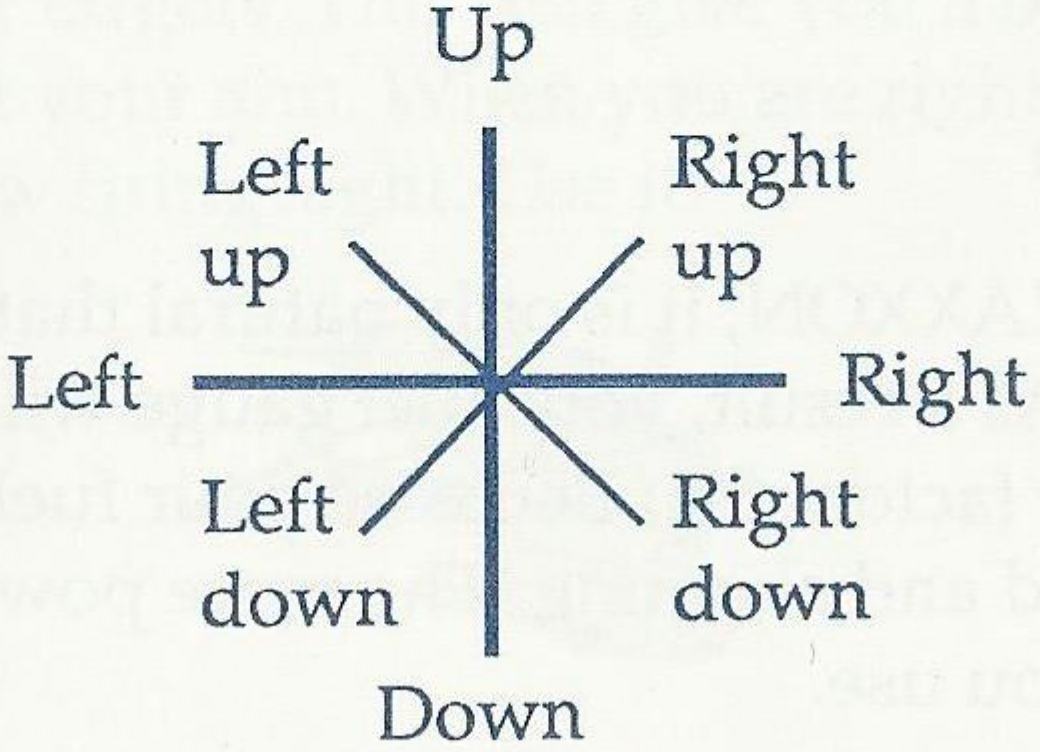
Taking Control



Use Button 1 to START GAME and to SELECT TYPE OF SHOT.

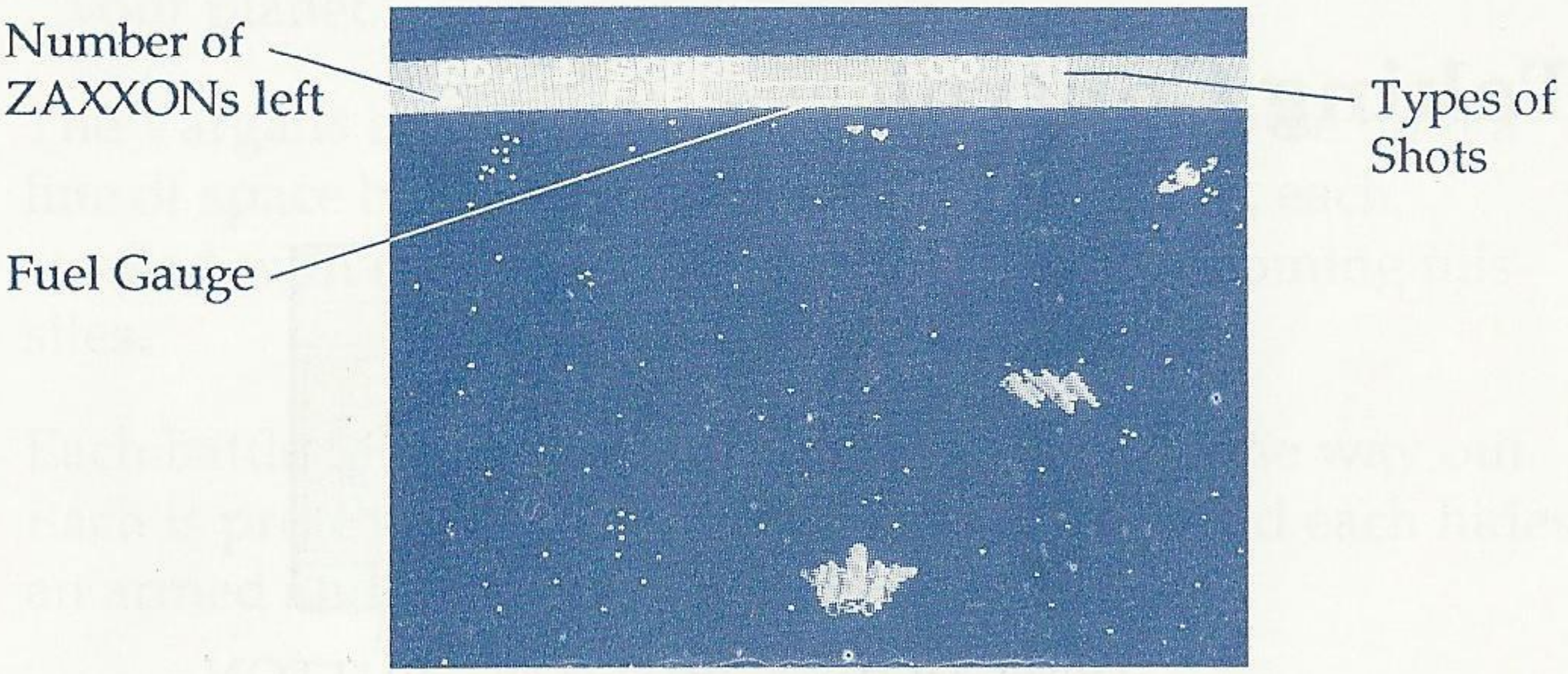
Use Button 2 to START GAME and to SHOOT.

Use D-Button (Direction) to move ZAXXON in 8 directions.



Getting Started

Press Button 1 or Button 2 on Control Pad #1 to start the game. This is what you'll see:



Types of Shots

In ZAXXON you can use three different types of shots:

N	Nuclear Shot	(Level 1)
H	Hyper Shot	(Level 2)
M	Miracle Shot	(Level 3)

You start the game with "N" shots only.

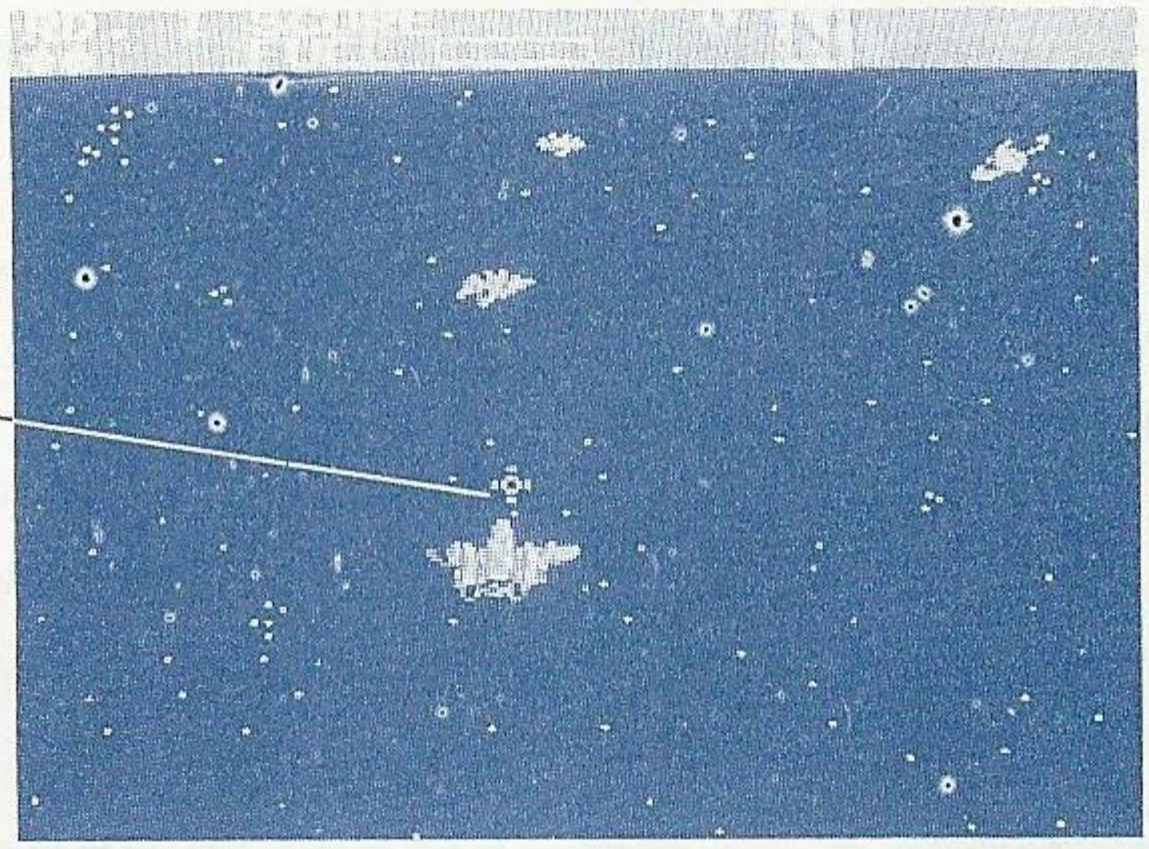
Fuel Gauge

When you fly ZAXXON, it is only natural that you will consume fuel. As a result, your fuel gauge will steadily decrease. Other factors that decrease your fuel supply are increasing speed and shooting. The more powerful the shot, the more fuel you use.

You can replenish your fuel supply by destroying the enemy's fuel tanks in the battle fortresses. If you destroy a Mothership, your fuel gauge will return to maximum.

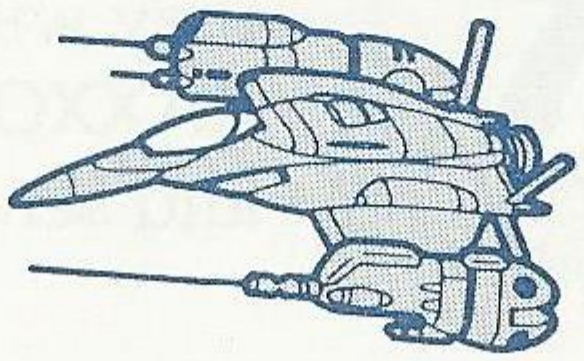
When your fuel gauge is full you won't be able to increase your supply... unless you have a special item.

The ZAXXON Ship



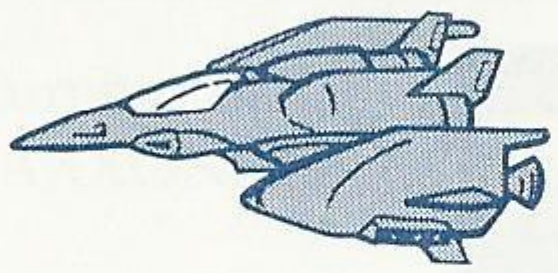
When flying and fighting with ZAXXON, you have to watch the angle of your opponents. Since everything you see is in three dimensions, you will not be able to shoot at enemies in a straight line as you would in a two-dimensional game.

When you attack, watch the angle of your laser bursts in relation to your targets. This will give you a bearing on which to adjust your aim. When you are right on target, you will see a yellow firing sight. Use it!



Know the Enemy

Vargan Death Fighters :



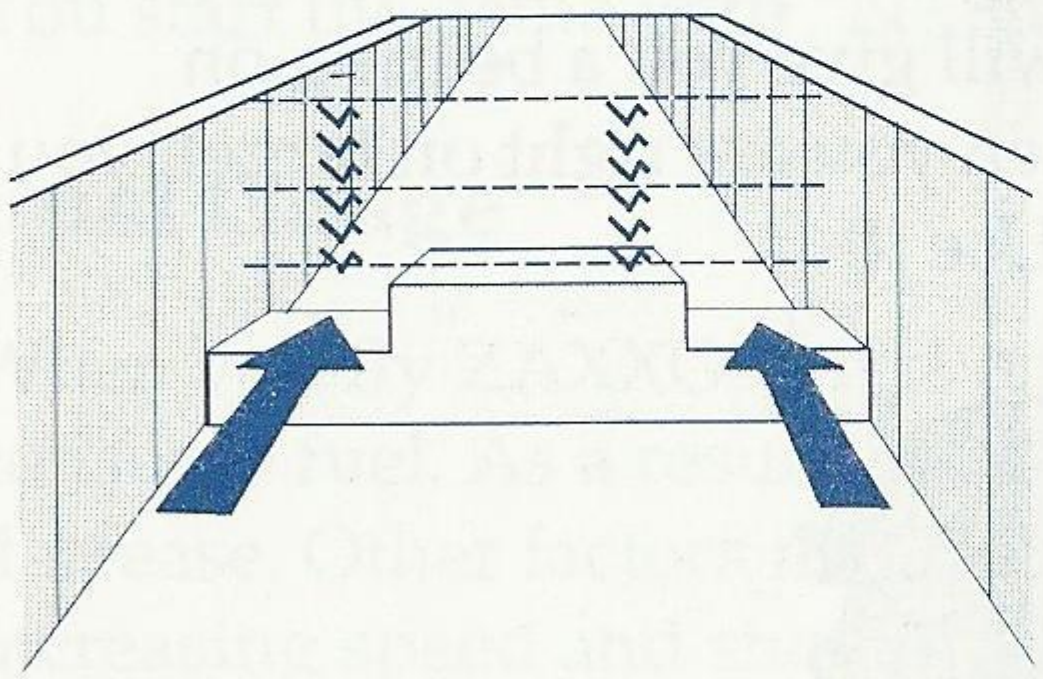
There are two types of Death Fighters. One attacks by trying to crash into ZAXXON in a suicide attack. The other attacks you with guns blazing! Both types move quickly. If your attack is too slow, the enemy will launch a counter- attack!

Battle Fortresses :



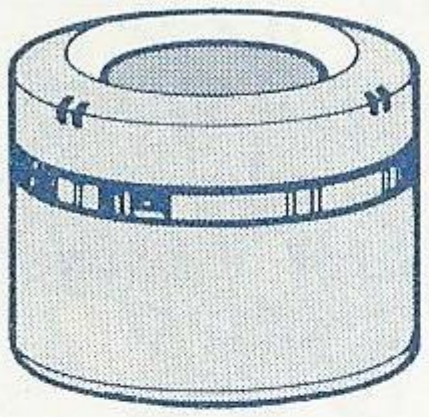
The Vargan forces keep their fuel stored in the battle fortresses. Fuel tanks are guarded by cannon batteries, tanks and missiles hidden in underground silos. If you come into contact with the wall on either side, your ZAXXON will be destroyed.

Magnetic Barriers :



You'll find Magnetic Barriers in the Vargan battle fortresses. If you don't find a way to fly through them, they will overload your ZAXXON's electric systems and send you to your doom.

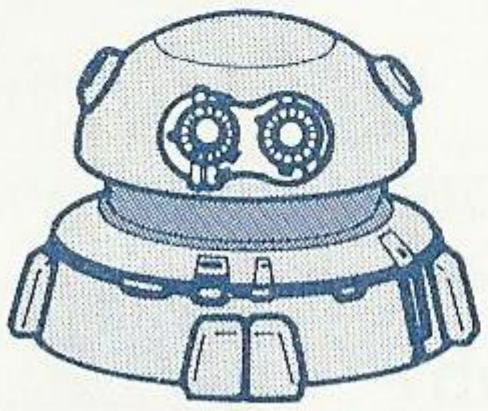
Fuel Tanks :



If you destroy a fuel tank, the amount of fuel for your ZAXXON will increase.

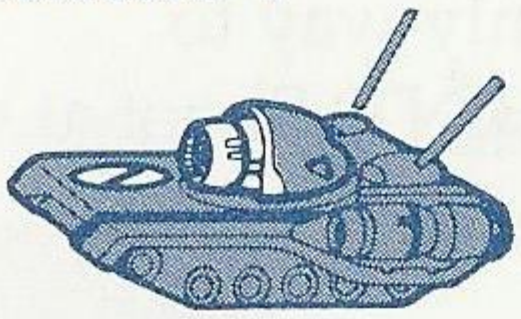
Getting to the end of the game will take plenty of fuel. It's important to destroy as many fuel tanks as possible.

Cannon Batteries :



Cannon batteries will open fire on ZAXXON when it enters the fortress. Destroy them by avoiding their blasts and firing back.

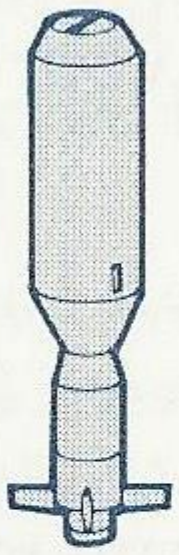
Tanks :



Tanks will open fire and try to block ZAXXON in the fortresses. They can be defeated.

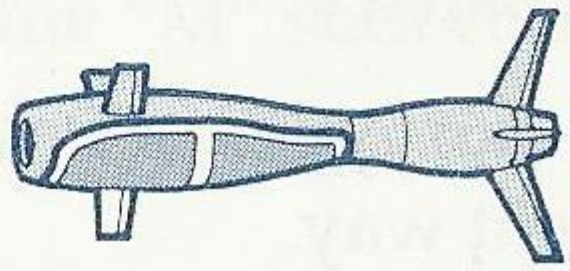
Missiles :

When you are in the fortresses, two types of missiles will attack you without warning! Base Missiles will fly vertically from the silos. Try slipping sideways to avoid them.

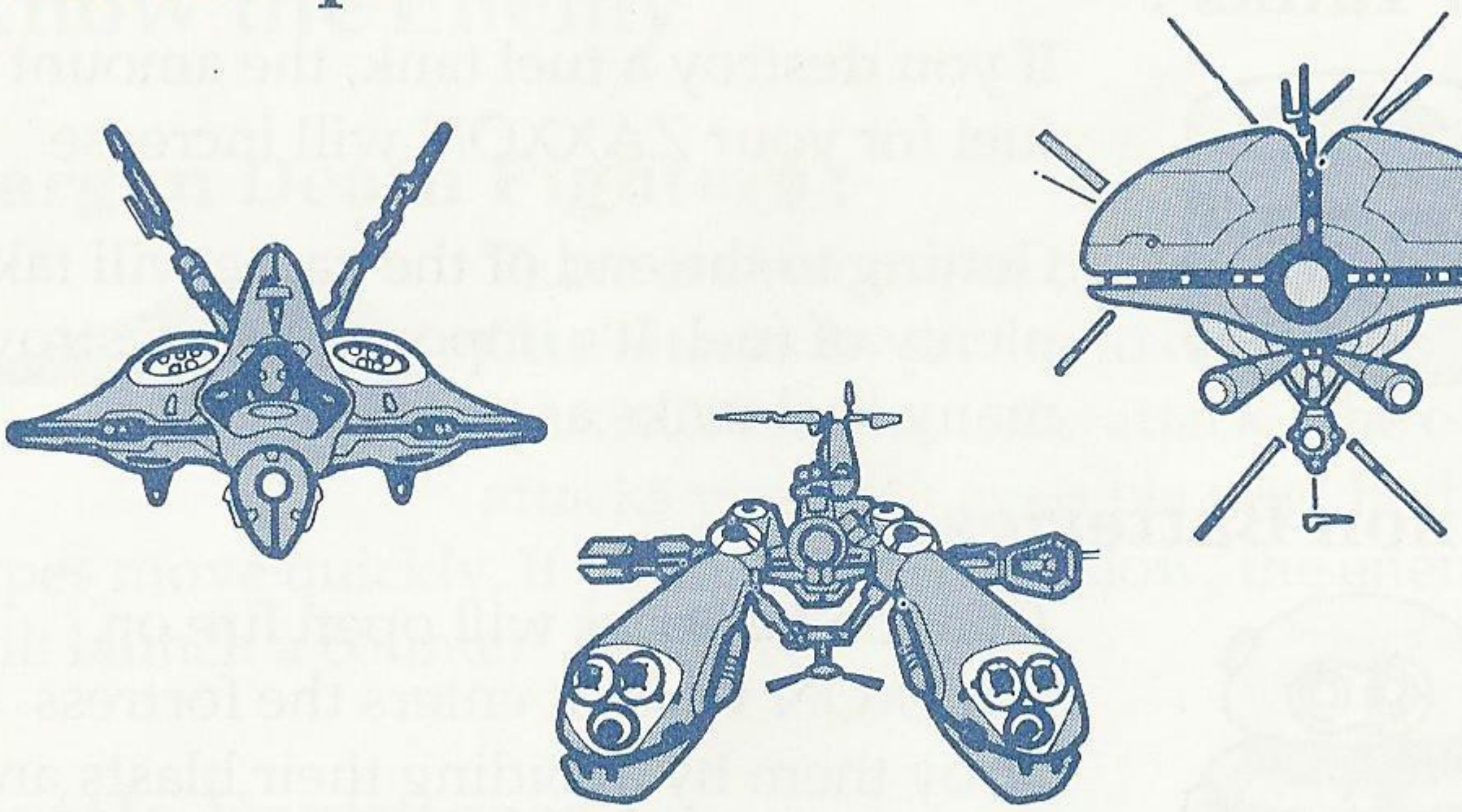


Homing Missiles will attack you at different altitudes. They will change their direction to follow you. Homing Missiles are tough! It takes more than one shot to bring them down. But certain types of shots will bring them down faster.

N	Shot	6 Hits
H	Shot	3 Hits
M	Shot	2 Hits



Motherships



Motherships are your toughest enemy! There are three types. It won't be easy to shoot them down. The only way to defeat them is to shoot at their weak spot. (HINT) Shoot at the red part of the Motherships.

One Mothership appears in each round. If you destroy a Mothership, your fuel gauge is refilled. If you choose not to fight it, you can escape after a certain amount of time. But there are three Motherships in round 9. To complete your mission, you must destroy them all.

Power Up Capsules

You will need to collect Power Up Capsules if you want to make it through the game. Power Up Capsules will sometimes appear after you destroy an enemy Death Fighter, tank or cannon battery.

There are four types of Power Up Capsules. Each helps you in a different way.

Gauge:



Increases the capacity of your fuel tank, giving you more flying time and "G" increased power for your weapons.

Extra:



Collecting this capsule will give you an extra ZAXXON.

Speed:



Increases the speed of your ZAXXON. There are four speed levels. But remember; the faster you fly, the more fuel you consume.

Weapon:



Lets you access the three different types of shots; Nuclear, Hyper and Miracle.

Every time you capture a "W" Capsule, you can use the "N", "H" or "M" type of shot. The shot you are using will be marked by a yellow frame in the upper right corner.

If you want to change the type of shot, press Button 1. You will see a color frame with N - H - M. Stop the yellow frame on the shot you wish to use.

Each time you shoot, you use fuel. Powerful shots use more fuel. Base your shot selection on how much fuel you have left. If you are running low, using the "M" shot could make you run out of fuel.

Know The Score

Death Fighter	100 points
Fuel Tank	100 points
Base Missile	100 points
Cannon Battery	100 points
Tank	100 points
Homing Missile	200 points
Mothership	5,000 points
Power Up Capsule	100 points

Helpful Hints

Watch your fuel level at all times. You have to plan your actions to use as little fuel as possible. If you run out, you lose a ZAXXON.

The more fuel tanks you destroy, the more fuel you will have.

Capture every Power Up Capsule you see. You will need the increases to make it to Round 9.

Shots use fuel. Make every shot count.

Scorebook

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

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Sega® Card/Cartridge

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