

ADAM™

SUPER GAME PACK

CAPTURES ALL THE EXCITEMENT OF THE ARCADE GAME PLUS
EXTENDED PLAY • ENHANCED GAME FEATURES



AN EXPANDED-MEMORY VIDEO GAME PACK FOR USE WITH
ADAM™, THE ColecoVision® FAMILY COMPUTER SYSTEM.

GETTING READY TO PLAY



POWER SWITCH

INSERT CASSETTE

COMPUTER RESET BUTTON

**DO NOT REMOVE DATA PACK WHILE THE DRIVE IS OPERATING!
DO NOT TURN POWER ON OR OFF WHEN A DATA PACK IS IN THE DRIVE!**

Your mission begins

Turn ADAM™ on. Insert Game Pack into one of the drives. Press the Computer Reset Button.

One-Pilot Mission

Use the Port 1 controller.

Choosing Your Challenge

The Title Screen appears on your screen; then wait for the first Game Option screen to appear.

1 = New Game 2 = Saved Game

Press Keypad Button 1 to start a new game. A Game Option Screen appears; then choose your skill level and title by pressing the appropriate keypad button on the hand controller.

Skill 1 (Star Warrior) is a practice skill level. Beginning space pilots should use this skill level to learn how to fly and shoot under noncombat conditions.

Skill 2 (Star Guard) is an easy introductory level, suitable for rookie pilots.

Skills 3 and 4 (Star Cavalier and Star Hero) are a little harder. Enemies are more dangerous.

Skills 5 and 6 (Star Champion and Star Knight) offer arcade-level challenges and test the skills of veteran pilots.

Skills 7 and 8 (Star Marshal and Star Lord) are the toughest challenges and require quick thinking. Enemy fire is fast and furious. ZAXXON's mechanical minions attack without mercy!

Saved Games

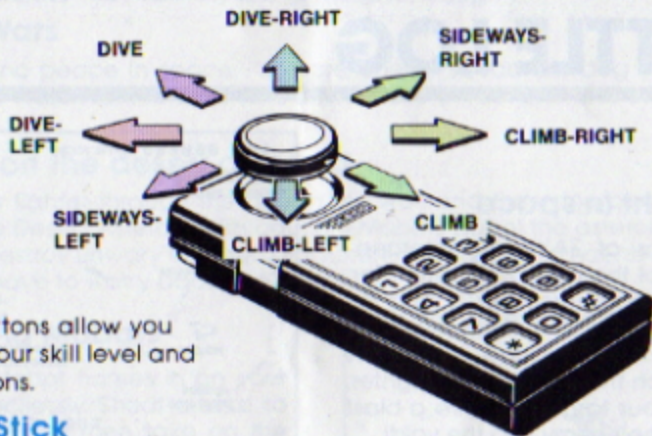
Press Keypad Button 2 to select a saved game. Then get ready to resume the action. (You may save one previous game on your data pack. Each game you save replaces the previously saved game on the data pack.)

A saved game is a good way to practice your flying and fighting skills against ZAXXON and his robotic army. (A saved game is included on the data pack. You may want to use this saved game to make a practice raid against ZAXXON before the real action starts!)

NOTE: To learn how to save a game, see "Super Saver" on page 8.

It's time to wage your epic space battle against ZAXXON!

USING YOUR CONTROLS



Keypad

Keypad Buttons allow you to select your skill level and game options.

Control Stick

Pilot your fighter according to standard orders:

Climbing: Pull the Control Stick down (toward you) to make your fighter climb. Pull the Control Stick down-left to climb diagonally left. Pull it down-right to climb diagonally right.

Diving: To dive, push the Control Stick up (away from you). To dive diagonally left, push the Control Stick up-left. To dive diagonally right, push the Control Stick up-right.

Side-to-Side: To maneuver your fighter left or right, push the Control Stick left or right.

Side Buttons

Press either Side Button to fire a green energy blast from the nose of your fighter.

RAID AGAINST ZAXXON

Star pilot, today you face your greatest challenge—ZAXXON, the Robotic Conquerer and his mechno-army. This robotic monster and his legions have overrun the asteroid belt and are now poised to strike our home planet. You must eliminate this menace and his mechanized stronghold, the High Command, before it's too late.

From past history, we know that ZAXXON's arsenal includes base missiles, interceptor planes, robot missiles, fuel tanks, gun turrets, hoverbots and mobots! Survivors of ZAXXON's raid on the asteroid belt speak with horror of ominous Floating Citadels, Flame Tubes, Flak Guns, Force Blasters and force fields!

Star Pilot, it's up to you to locate ZAXXON's High Command, destroy his doomsday machine and save our beloved planet!

BATTLE LOG

Dogfight in space

Squadrons of ZAXXON's interceptors patrol the asteroid's perimeter. Dodge their energy blasts and return fire. When ZAXXON's interceptors are within range, crosshairs appear on the nose of your fighter. Center your target and fire a blast to send the enemy into the void!

The robotic bastion

The stark gray stone wall of one of ZAXXON's heavily armed fortresses looms ahead. Pilot your fighter through the gap in the wall. Try firing some blasts to gauge your position and watch where the blasts impact on the stone wall. Check your altitude gauge and then climb! Once over the wall, dive to strafe enemy targets!

Refueling

Blast the fuel tanks to refuel, but be careful! They're guarded by gun turrets and base missiles. (Space has no gravity so there will be no drain on your fuel supply when you're flying from asteroid to asteroid. You will need to refuel only when you're flying through some of ZAXXON's many asteroid strongholds. Watch for the fuel tanks!)



Enemy Interceptors Attack!

Robot missiles

If you fly at a high altitude for too long, a missile homes in and tracks your fighter. Dive quickly to escape, or fire several times to blast it from the skies!

Over the barrier

Once you successfully cross the fortress asteroid, fly over the final barrier and get ready to confront one of ZAXXON's squadron leaders. Earn 400 points from Star Command if you eliminate this powerful enemy! (If you're fighting ZAXXON at Skill Level 3 or above, a force field stretches across the wall. Fly low to make it through!)

Space Wars

You'll find no peace in space . . . more enemy squadrons dog your every movement. Watch for the crosshairs on the nose of your plane and then fire a blast!

Assault on the desert asteroid

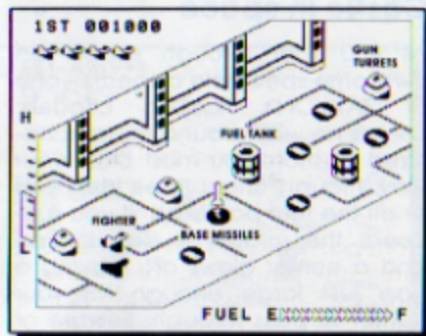
Guide your fighter through the gap in the wall and then approach the surface of the Desert Asteroid with caution! Mobots patrol the asteroid and relentlessly destroy unwary intruders! Fortunately, this asteroid has no gravity so you don't have to worry about refueling!

Menacing Mobots

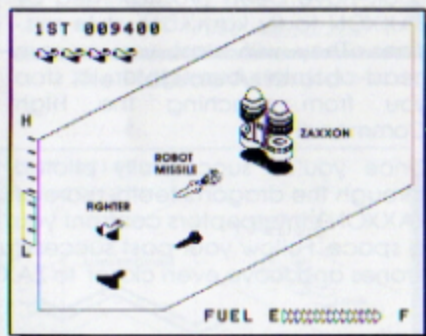
The lead Mobot homes in on your fighter mercilessly. Shoot a blast to eliminate it and then take on the next part of the patrol. The remaining mobots in the patrol dance and sway as if choreographed by some mad genius. Stay low and maneuver from side to side to avoid their blasts. Keep firing to eliminate these enemies!

ZAXXON, the Robotic-Conquerer

A ZAXXON robot is stationed at the end of the Desert Asteroid. Positioned on each of his shoulders are blast-firing mobots and tucked at his right side is a missile. ZAXXON is invulnerable to your blasts, but if you hit the missile enough times you can destroy it before it gets you. Dive low and start firing. Keep firing sure and steady blasts! If you destroy the missile before it launches, then you blast the ZAXXON robot, too!



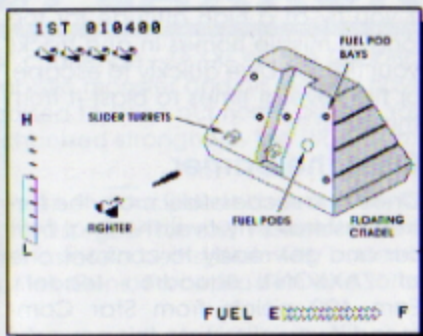
The Fortress Asteroid



The Desert Asteroid

Castle in space

As you soar through space, an awesome spectacle appears—one of ZAXXON's floating citadels. There's no way around this mechanized bastion; you must blast your way through! Shoot three fuel pods or all the fuel pod bays. If you succeed, the citadel is deactivated and a corner blows off, leaving a gap just large enough for your fighter to pass through. Beware of the slider turrets! Their aim is uncannily accurate and they'll do their best to destroy you!



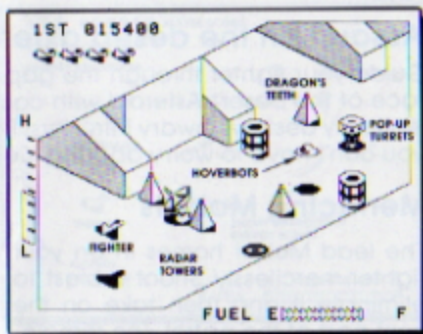
The Floating Citadel

Foray over the teeth of death!

Try to eliminate the radar tower at the beginning of each section of this asteroid. If you're successful, you'll knock out the homing capacity of the hoverbots.

Dive down between the teeth, blast a few targets. Then climb quickly before you crash into the teeth! And be wary of the pop-up turrets. The flickering, translucent hoverbots, patrolling above the asteroid floor, have been programmed by ZAXXON to fly kamikaze-style missions. They will blast you or ram head-on into your fighter to stop you from reaching the High Command!

Once you've successfully piloted through the dragon's teeth, more of ZAXXON's interceptors confront you in space. Follow your past successful strategy and you can eliminate these drones and move even closer to ZAXXON.



The Dragon's Teeth Asteroid

Strafing the spaceport

The spaceport is one of ZAXXON's most heavily defended strongholds. Fly in at high altitude and then swoop down low to strafe your targets. The black slits in the asteroid floor fire vertical force blasters. As your fighter approaches one, a red tracking antenna pops up to pinpoint your position. Blast it or the vertical force blast will fire as you pass over! Watch out for base missiles, force fields and flak guns. Blast fuel tanks to refuel.

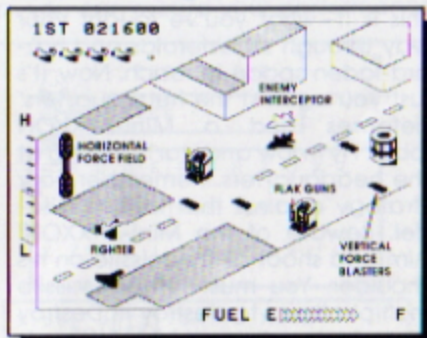
Into space again where another floating citadel looms. Follow your past strategy and you'll be successful.

Crossing the plateau

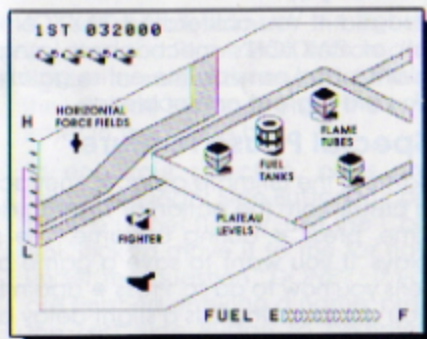
Be very careful on your flight through this asteroid. The level of the plateau changes, so use your fighter's shadow to gauge your distance above the ground and keep an eye on your altitude indicator! Try to eliminate the flame tubes before they fire their red blasts or searing balls of flame!

Raiding the alien city

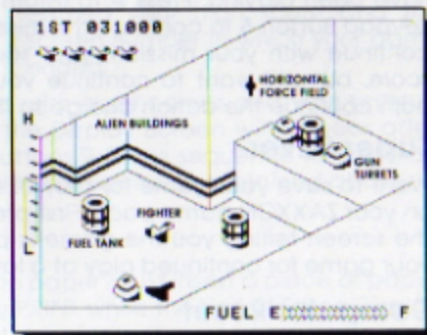
This asteroid was once the home of a peaceful people who were enslaved by ZAXXON! Their tranquil city has been transformed into a horrific monument to ZAXXON and his mechanized weapons! Proceed carefully and fly low to avoid the hoverbots. Watch out for fire from the gun turrets and the horizontal force barrier. Once you get through this asteroid, you're almost at the end of your mission! Keep flying and fighting. Don't forget your past strategies.



The Spaceport Asteroid



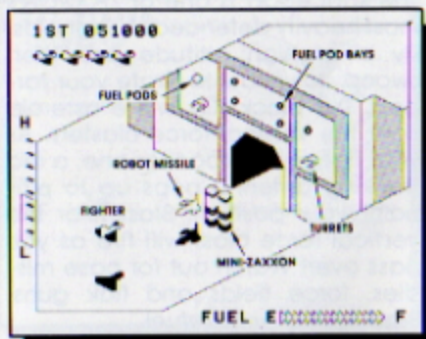
The Plateau Asteroid



The Alien City Asteroid

Battle at the High Command

This is it—what you've fought your way through six asteroids and hazard-laden space to reach. Now, it's just you against the headquarters' defenses and a Mini-ZAXXON robot. Fly in low and start blasting at the headquarters. Remember your strategy against the floating citadel. Beware of the Mini-ZAXXON! Aim and shoot at the missile on his shoulder. You must hit the missile multiple times to destroy it! Destroy three fuel pods or all fuel pod nests and you've done it!



The ZAXXON High Command

Victory!

You did it! You obliterated ZAXXON, Mini-ZAXXON, the High Command and all of ZAXXON's mechanized, metallic monsters. You saved your home planet, and possibly the entire galaxy! Now, it's time to head home, Star Pilot! You did a great and noble job.

Special Pause Feature

Battling the ultimate galactic menace can be very tiring. If you want to take a break from the action or want to delay the mission and save it for another time, press * during a game. The play screen will disappear and music plays. If you want to save a game at this time, the message on the screen tells you how to do so. Press * again to return to the game at the point where you stopped. There is a slight delay before action resumes.

Starting Over

Press * at the end of a game to replay the ZAXXON game option that you have been playing. Press # to return to the first Game Option screen. Press Keypad Button 5 to continue the mission where it left-off. If you do decide to continue with your mission, your score returns to zero. (If you had a high score, but still want to continue your mission, remember that you **cannot** both continue the action and go to the Hall of Fame screens.)

Super Saver

Want to save your game for play at another time? You can save one game on your ZAXXON game pack. First press * to pause. You'll see a message on the screen telling you the game is paused. Press Keypad Button # to save your game for continued play at a later time.

Computer Reset

Pressing the Computer Reset button stops the game and erases it from computer memory. After a short period of time, the game begins again at the Title Screen. Computer Reset can be used in case of a game malfunction.

In the Hall of Fame

If you're one of the game's high scorers, you can record your performance on the ZAXXON Hall of Fame Screen.

After your game has ended, you may choose to go to the Hall of Fame Selection Screen.

To enter your name, press the Control Stick you have used until the lower fighter (pointer) moves beneath the letter of your choice. Then press the Left Side Button to enter the letter. You can enter up to 12 letters in the name box.

To change letters in the name box, **press and hold in** the Right Side Button. This gives you control of the upper fighter (In the name box). Use the Control Stick to move the fighter beneath the letter you want to change. Release the Right Side Button and use the Control Stick to move the lower fighter to select a new letter. Press



ZAXXON			
	NAME	SCORE	SKILL
1	RICK	083500	2
2	SALI	050200	7
3	JOE	009350	3
4	DAD	007400	8
5	TERI	001150	4
6			
7			
8			
PRESS * OR # TO CONTINUE			

NOTE: If the Hall of Fame screen is filled with eight names and your score is not high enough to be included, only the Display Screen will appear after your game has ended. Press Keypad Buttons 9-8-9 in sequence to erase all names from the Display screen and enter new names as explained above.

It's a print!

Want to save your Hall of Fame scores on paper? Just insert a piece of paper in the printer, then press Command Key PRINT while the Hall of Fame Display Screen is showing. ADAM™ does the rest.

SCORING

The more enemies you eliminate and the farther toward ZAXXON's High Command you go, the higher your score.

FIGHTER ELIMINATES	POINTS	FIGHTER ELIMINATES	POINTS
Base Missile	100	Missile (from robots)	1000
Enemy Plane	200	Mobot	400
Flak Gun	300	Pop-Up Turret	400
Flame Tube	300	Radar Tower	400
Fuel Tank	300	Robot Turret	200
Fuel Pod	300	Slider Turret	400
Floating Citadel	2500	Squadron Leader	400
Gun Turret	400	ZAXXON/Mini-ZAXXON	2500
Hoverbot	400	ZAXXON's High Command	10,000
Missile (over asteroid)	200		

Bonus Fighter

You earn a bonus fighter when your score reaches 15,000 points.

THE FUN OF DISCOVERY

This instruction guide provides the basic information you need to get started playing ZAXXON, but it is only the beginning! You will find that this Game Pack is full of special features that make the game exciting every time you play. Experiment with different techniques—and enjoy the game!

CAUTION

Your game data packs are sensitive. Keep them away from magnets, your ADAM™ printer, TV set, telephone or any other electrical device. Protect them from dust, water and extreme temperatures. Don't try to edit or store on your game data packs — you could ruin the game! **If you have a second digital data drive, your game data packs must never be loaded in Drive 2. Damage may result if this is attempted.**

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this game pack 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 game packs 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 game pack 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 game pack, 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 game pack is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the game pack 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 game pack 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.

IMPORTANT: SAVE YOUR RECEIPTS SHOWING DATE OF PURCHASE.

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