

The Official

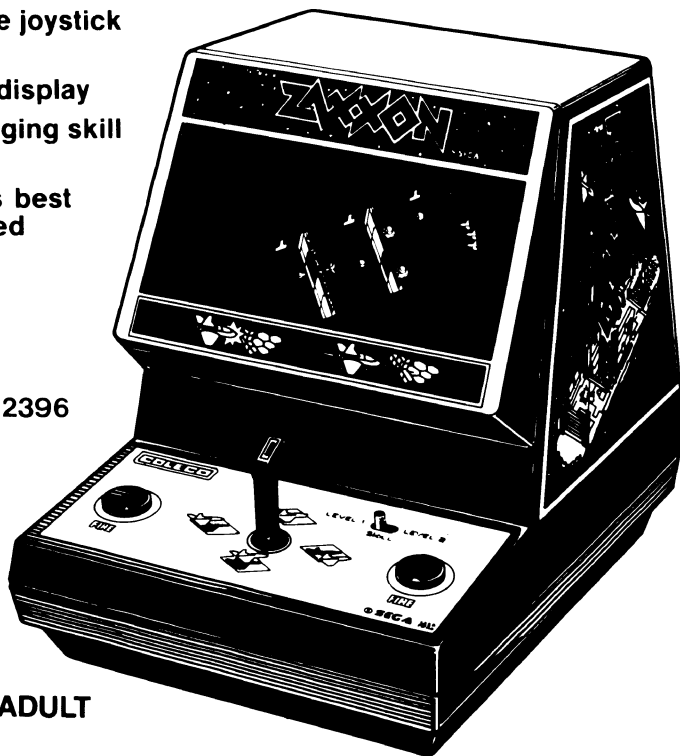
# ZAXXON™

by **SEGA**®

## INSTRUCTIONS AND GAME RULES

- Arcade-style joystick control
- Multi-color display
- Two challenging skill levels
- Remembers best score earned

Model No. 2396

**AGES 8 TO ADULT**

Requires 4 "D" cell alkaline batteries (not included).

**COLECO**

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Imported by: Coleco (Canada) Limitée,  
4000 St. Ambroise, Montreal, Quebec, Canada H4C 2C8

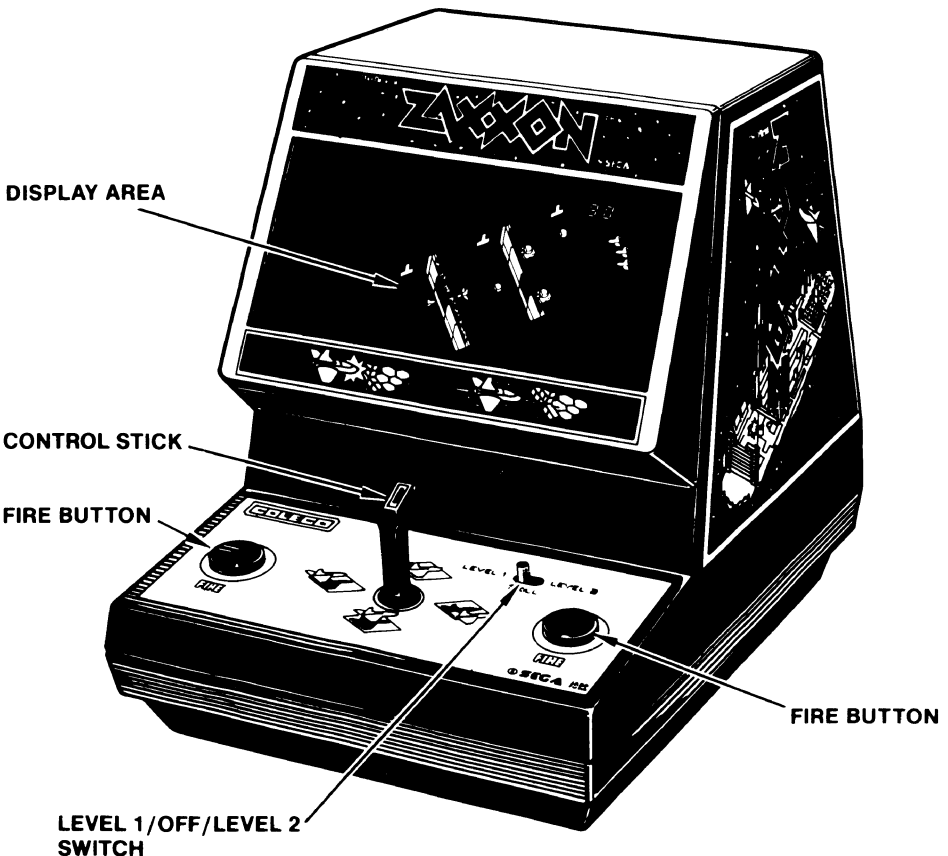
## GAME DESCRIPTION

Coleco's ZAXXON, a stunning 3-D space game, takes you across treacherous alien asteroid fortresses and through terror-filled space. The fierce armies of the robot Zaxxon have conquered a once-free asteroid belt. Your mission: Stop the armies before they enslave the galaxy!

Zoom over the barrier walls. Dive and climb while firing at enemy tanks, missiles and fuel arsenals.

Successfully attack one fortress and fly into deep space, evading enemy missile squadrons. Comb the universe for the Robot Warrior — you'll find it at surprising moments.

## GAME CONTROLS AND FEATURES

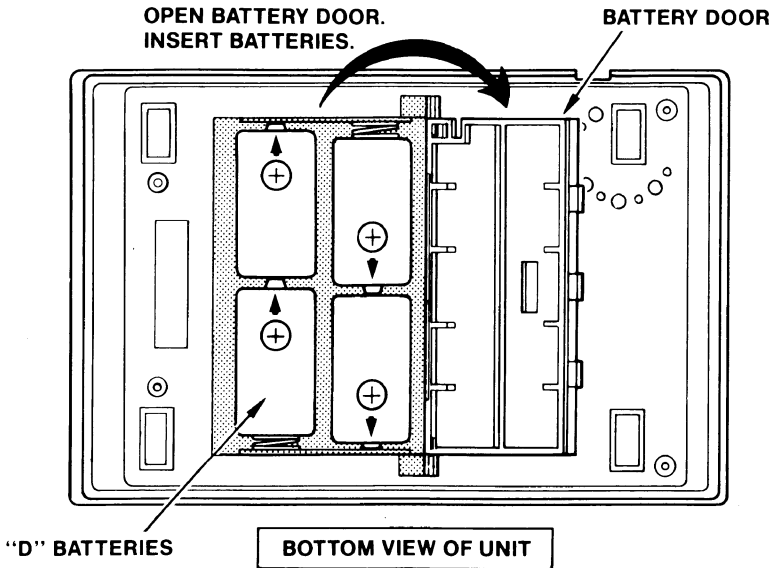


# GETTING READY TO PLAY

## INSERT GAME BATTERIES

### IMPORTANT

**ZAXXON** requires four "D" cell alkaline batteries (not included).



To insert batteries, open battery door and insert 4 "D" cell **alkaline** batteries in the order and direction shown. Close battery door.

**NOTE:** Game will not operate properly if batteries are weak. Any erratic display or play action may be a symptom of weak batteries. Replace with fresh alkaline batteries.

## ZAXXON DEMONSTRATION

If you would like to see a demonstration of ZAXXON before you play, press one of the Fire Buttons *and* move the Level 1/Off/Level 2 switch to either Level 1 or Level 2 at the same time.

Watch closely and you'll be ready to play an actual game!

### Using Your Control Stick and Fire Buttons for ZAXXON

1. **Control Stick:** Move the Control Stick in any of its eight directions to move your space fighter:

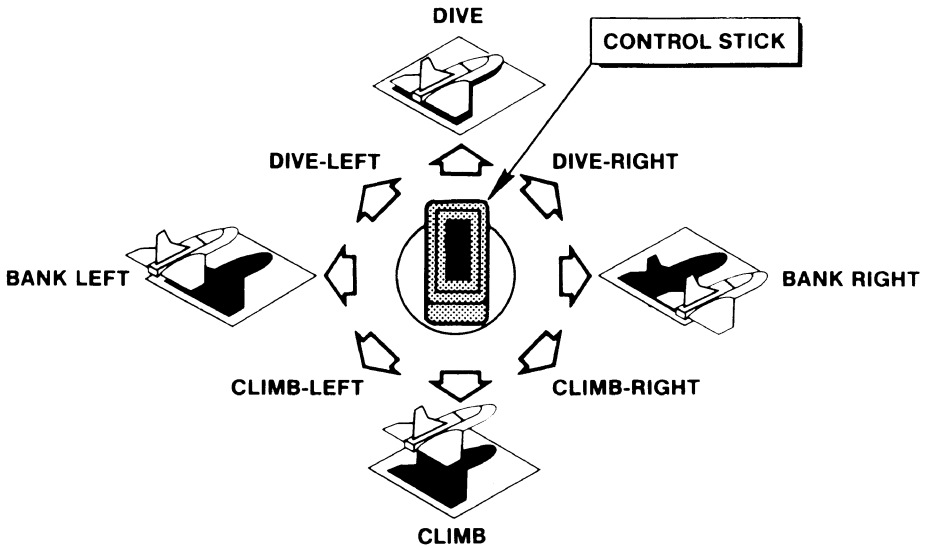
**Climbing:** To make your fighter climb, pull the Control Stick straight toward you. To make your fighter climb diagonally left, pull the Control

Stick down-left. To make your fighter climb diagonally right, pull the Control Stick down-right.

As your fighter climbs, it appears to grow larger.

**Diving:** To make your fighter dive, push the Control Stick straight away from you. To make your fighter dive diagonally left, push the Control Stick up-left. To make your fighter dive diagonally right, push the Control Stick up-right.

**Side-to-Side:** To move your fighter left or right, push the Control Stick in that direction.



**2. Fire Buttons:** Pressing either Fire Button shoots energy blasts.

## HERE'S HOW TO PLAY

### STEP-BY-STEP INSTRUCTIONS

#### **STEP 1: Beginning to play.**

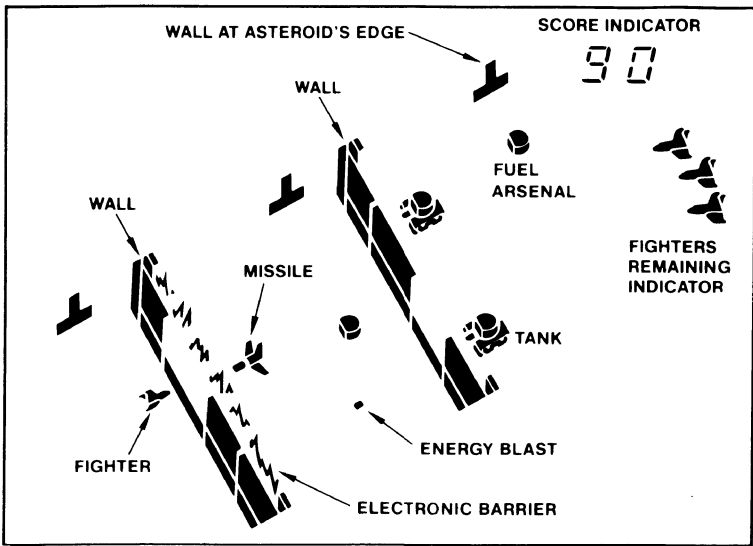
Turn game on by moving the Level 1 / Off / Level 2 Switch to either Level 1 or Level 2. Level 1 is the easier game. Then press the Control Stick in any direction.

#### **STEP 2: Seeking out the Robot Warrior!**

Push the Control Stick to move your fighter. Fly high over the first fortress wall — or glide safely through its gaps! Watch out for the deadly electronic barrier that might zap you as you pass through fortress walls. Use either Fire Button to shoot energy blasts and eliminate enemy strongholds.

#### **STEP 3: Danger!**

Watch out for enemy missiles. Keep clear of them or fire to blast them from your path.

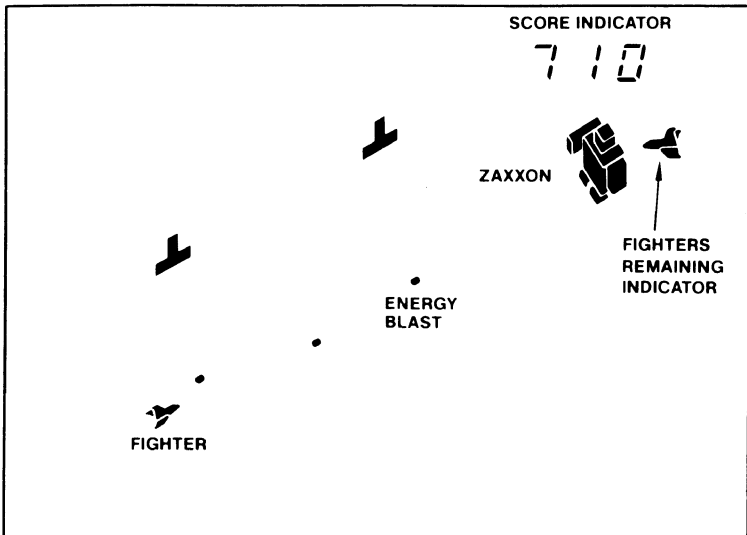


#### STEP 4: Entering deep space . . .

Pull up over the final wall and soar into space. There's danger here, too. Enemy squadrons blast at your fighter. It takes a great pilot to make it through!

#### STEP 5: Asteroid ahead.

Evade the space squadrons and fly on to the next asteroid. You're familiar with the territory, but this time there's a difference. Powerful Zaxxon may appear at any time now! Defy its might and blast away at it. One hit and Zaxxon disappears — but the mighty robot will return again, so stay alert.



## STEP 6: Battle on!

Keep flying over the asteroids and through space, saving the universe from Zaxxon .

The game ends when your last fighter has been eliminated.

Notice that when your current score exceeds the former best score earned, the word "BEST" appears under your score as you play. Otherwise, to see the Best Score since you started playing, pull towards you after the end of a game.

### SCORING CHART

Object Eliminated	Points
Fuel Arsenal . . . . .	4
Tank . . . . .	6
Missile . . . . .	2
Zaxxon . . . . .	20

You get four fighters at the start of each game. You earn a bonus fighter when your score reaches 100 points.

## THE FUN OF DISCOVERY

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

### SPECIAL INFORMATION

1. **TO AVOID BATTERY DRAIN**, always be sure game is **turned off** when **not in use**.
2. **IF GAME FAILS TO OPERATE** after prolonged play, your batteries are probably worn out or dead. Replace with **fresh "D" cell alkaline batteries**.
3. **DO NOT ATTEMPT TO OPEN GAME**. This game does not contain any serviceable parts.

### CARE OF YOUR GAME

- TREAT YOUR GAME WITH CARE.
- DO NOT DROP OR BANG ON GAME.
- DO NOT BANG OR FORCE CONTROL BUTTONS.
- KEEP GAME AWAY FROM HEAT AND MOISTURE.
- DO NOT STORE OR LEAVE GAME IN AUTOMOBILE WHERE IT MAY BE SUBJECT TO HEAT BUILD-UP.

## 90 DAY LIMITED WARRANTY

Coleco warrants to the original consumer in Canada that each video game cartridge it manufactures shall be free from factory defects in material and workmanship for 90 days from the date of purchase under normal in-house use.

If your cartridge fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid and insured with your name, address, proof of the date of purchase and a brief description of the problem to COLECO (CANADA) LIMITÉE, Customer Service — Electronics, 4000 St. Ambroise, Montreal, Quebec, Canada H4C 2C8.

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.

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, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages. 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.

The warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

Please read the Owner's Manual carefully before using the product. If a malfunction occurs, please refer to the troubleshooting checklist in the Owner's Manual for your video system.

### SERVICE POLICY

If your cartridge requires service after expiration of the 90 DAY LIMITED WARRANTY period, Coleco will service the cartridge and put it in working condition or replace it with a reconditioned unit (at our option) on receipt of your cartridge, postage prepaid and insured with your cheque in the amount of \$15.00 payable to COLECO (CANADA) LIMITÉE.

Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the cartridge. If the cartridge is found to have been consumer damaged or abused, then you will be advised in advance of repair costs.

Please allow 4 to 6 weeks for repair and return.

All returns must

be directed to: **COLECO (CANADA) LIMITÉE**  
**Customer Service — Electronics**  
**4000 St. Ambroise**  
**Montreal, Quebec,**  
**Canada H4C 2C8**

## NOTICE

This game generates and uses radio frequency energy and if not installed and used properly, that is in strict accordance with the instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this game does cause interference to radio or television reception, which can be determined by turning the game off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna.

Relocate the game with respect to the receiver.

Move the game away from the receiver.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio TV Interference Problems"

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

**PLEASE RETAIN THIS GUIDE  
AND ALL LITERATURE FOR FUTURE REFERENCE**

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**COLECO**

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