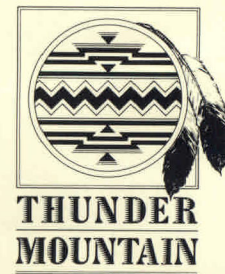


ZAXXON



THUNDER MOUNTAIN
P.O. Box 1167
Northbrook, IL 60065-1167
M10463



Zaxxon™
C64™/128™ Manual

What You Need

- C64 or C128 computer
- Disk drive
- Monitor or TV
- Joystick

Loading Instructions

1. Make sure you have a joystick plugged into Port 2 of your computer.
2. Turn on your monitor or TV, disk drive, and computer. Note to C128 users: Run Zaxxon in C64 mode.
3. Insert the Zaxxon disk, label side up, into the disk drive and close the disk drive door.
4. Type **LOAD""8,1** and press RETURN. The game will load into your computer's memory.
5. After the title screen appears, press the fire button to start the game.

The Asteroid Cities

Your mission begins at the first Asteroid City. Make your way through the city and destroy as many enemy aircraft as possible. The higher your tally, the fewer aircraft you will encounter in deep space. Destroy the fuel depots to increase your own supply of fuel and to score points. Destroy as many radar towers, gun emplacements, and base missiles as you can for the highest score. If you lose your ship inside an Asteroid City, your next ship is launched at the entrance of that city.

Deep Space

If you make your way successfully through the Asteroid City, you'll head out to deep space where you'll find those enemy aircraft that survived your earlier onslaught as well as enemy tracking satellites. The size of the enemy aircraft indicates their altitude (smaller planes are lower; larger planes are higher). The number of enemy planes remaining (EP) appears in the lower right corner of the screen. When you've destroyed all enemy planes, you'll get a 1000-point score.

The Confrontation

A successful flight through the perils of deep space brings you to another Asteroid City—the fortress of the evil Zaxxon, the deadly robot that launches seeker-missiles. Destruction of the robot requires three direct hits on its missile launcher. After you conquer Zaxxon, play continues and the level of difficulty increases. The game ends with the loss of your last ship. You're awarded an additional ship for scoring 20,000 points.

Object of the Game

Zaxxon is a classic space encounter in which you take the controls of an attack shuttle spacecraft. Strafe the enemy Asteroid City to destroy fuel tanks, gun emplacements, missiles, and enemy aircraft. With the aid of your altimeter, barnstorm through narrow wall openings, lethal electronic barriers, and deadly rocket fire. A successful attack run across the Asteroid City leads you to a deep space dogfight with squadrons of enemy planes. Survive the perils of outer space and you'll be faced with another Asteroid City—only this one includes a showdown with the insidious robot, Zaxxon. If you destroy Zaxxon, game play continues at an increased level of difficulty until all of your ships have crashed or have been shot down. If you lose three ships, the game ends.

The Shuttlecraft

Pull back on the joystick to climb. Push forward on the joystick to dive. Push the joystick to the left to turn left, or push it to the right to turn right. Press the fire button to fire your laser cannons. The altimeter on the left side of the screen helps you determine your altitude. The altimeter is useful when navigating through wall openings and electronic barriers, and also during deep space dogfights. A fuel gauge indicates your remaining fuel. To replenish your fuel supply, destroy the fuel depots in the Asteroid Cities.

Electronic Barriers

In the early levels of play, you must fly over walls and under or over the deadly electronic barriers erected to protect the Asteroid City. As play progresses, the walls become even more impenetrable, leaving only small openings to pass through. These openings also are protected by electronic barriers to make the challenge more difficult. Fire your lasers at the electronic barriers to gauge your position in relation to the openings.

Scoring

Radar Towers	1000
Fuel Tanks	300
Gun Emplacements	200 or 500 (random)
Base Missiles	150
Enemy Planes	100 (increases by 50 each round)
Satellites	300
Robot Missiles	200
Zaxxon	1000
All Enemy Planes Destroyed	1000
Additional Shuttlecraft	Awarded at 20,000 points

Copyright © 1983 SEGA ENTERPRISES, Inc.
SEGA is a registered trademark and Zaxxon is a trademark of SEGA ENTERPRISES, Inc. All rights reserved. C64 and C128 are trademarks of Commodore Electronics Ltd. Printed in the U.S.A.