The Official
ZAXXON™
by SEGA
Datasoft Inc.®
PERSONAL COMPUTER SOFTWARE

ZAXXON™

For the APPLE Computer
by
John Garcia

REQUIREMENTS

- APPLE II, II Plus, IIe Computer (48K)
- disk drive with DOS 3.3
- TV set or video monitor
- joystick

OBJECTIVE

You are the pilot of a fighter spacecraft on a mission to meet and destroy the deadly ZAXXON™ Robot. To reach your goal you must avoid the dangers of the Space Fortresses, where you encounter base missiles, firing gun emplacements, and radar towers, and outer space with its enemy plane squadron. While flying your spacecraft to your final destination, fire at and destroy these threats in order to score points, and destroy fuel tanks to maintain your spacecraft's fuel supply.

TO START

Sound Board

If you have a Sweet Micro sound or sound/speech mocking board, make sure it is in slot 4 of your computer, and answer yes (**Y**) in response to the mocking board prompt after the game is loaded.

Turn off your computer and turn on your video monitor. Connect a joystick to your computer. Insert the ZAXXON diskette into your disk drive and shut the door. Now turn your computer on. The demo program will load automatically. After the demo program appears on the screen press the **SPACEBAR** or the fire button (paddle button 0) on your joystick and the main program will load into the computer.

Number of Players

You will then be asked if you want a 1- or 2-player game. Press the **1** or **2** key and the game will begin.

Game Control

Pull the joystick toward you to make your spacecraft climb. Push the joystick away from you (forward) to make your spacecraft dive for low flying. Push the joystick to the right or left for corresponding movements. Press the fire button to fire (paddle button 0).

To pause a game-in-progress: press the **ESC**ape key. Press any key to resume play.

The **RESET** key will abort a game and reboot the disk.

Scoring and Indicators

Each target is worth the following points:

Base Missles	150	Radar Tower	1000
Fuel Tanks	300	Enemy Planes	100
+ 50 each round, up to	500	+ 50 each round, up to	300
Gun Emplacements	200	Robot Missile	200
or 500 (randomly)		Robot	1000

Bonus

All planes destroyed in space 1000

at 30,000 points 1 extra spacecraft

Your "fuel indicator" and number of spacecrafts in reserve are displayed at the bottom of your screen. The "enemy plane" indicator tells you how many enemy planes remain to be destroyed. Your spacecraft's altitude is indicated on the gauge on the left side of your screen. During flight through the Space Fortresses your spacecraft's shadow will also help you judge its position on the screen.

Game Play

First Space Fortress

You begin the game with one fighter spacecraft in flight and two spacecrafts in reserve. Your flight through the Space Fortress requires you to avoid crashing your spacecraft into the radar towers and fuel tanks, and to avoid the fire of the gun emplacements and base missiles. If you fire at and destroy these objects you score points. In addition to points, fuel tanks replenish your fuel supply. Watch your fuel supply — if it runs out you'll crash. And be sure to check your fuel supply if you fly at high altitudes for too long in both Fortresses! You must also safely navigate your spacecraft through the openings in the walls or around the smaller walls.

Firing shots at all the obstacles will help you determine your spacecraft's position relative to their positions on the screen. Also use your altitude indicator for positioning.

Outer Space

Following the first Space Fortress you enter outer space and encounter enemy planes. Try to destroy them before they destroy you!

Second Fortress and ZAXXON Robot Encounter

The second Fortress is similar to the first Space Fortress but you encounter more walls and hazardous force fields. To survive, you now must fly through the openings between the force fields and the walls. Again, shoot and keep your eye on the altitude gauge.

At the end of this Fortress you meet the ZAXXON Robot. You're now an open target for his homing missile! The challenge now is to defend your ship from his missile while firing shots to destroy it. Remember, to get beyond your encounter with the Robot you must manage six direct hits on his homing missile and destroy it. If all these shots reach the missile before it is launched, you will kill the Robot and score a 1000 point bonus.

Upon the completion of one round (through the Space Fortresses, outer space, and your encounter with the ZAXXON Robot), if you are still alive, you will repeat what you have just experienced. But each pass becomes more threatening. Your navigation and firing skills will be put to the ultimate test!

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