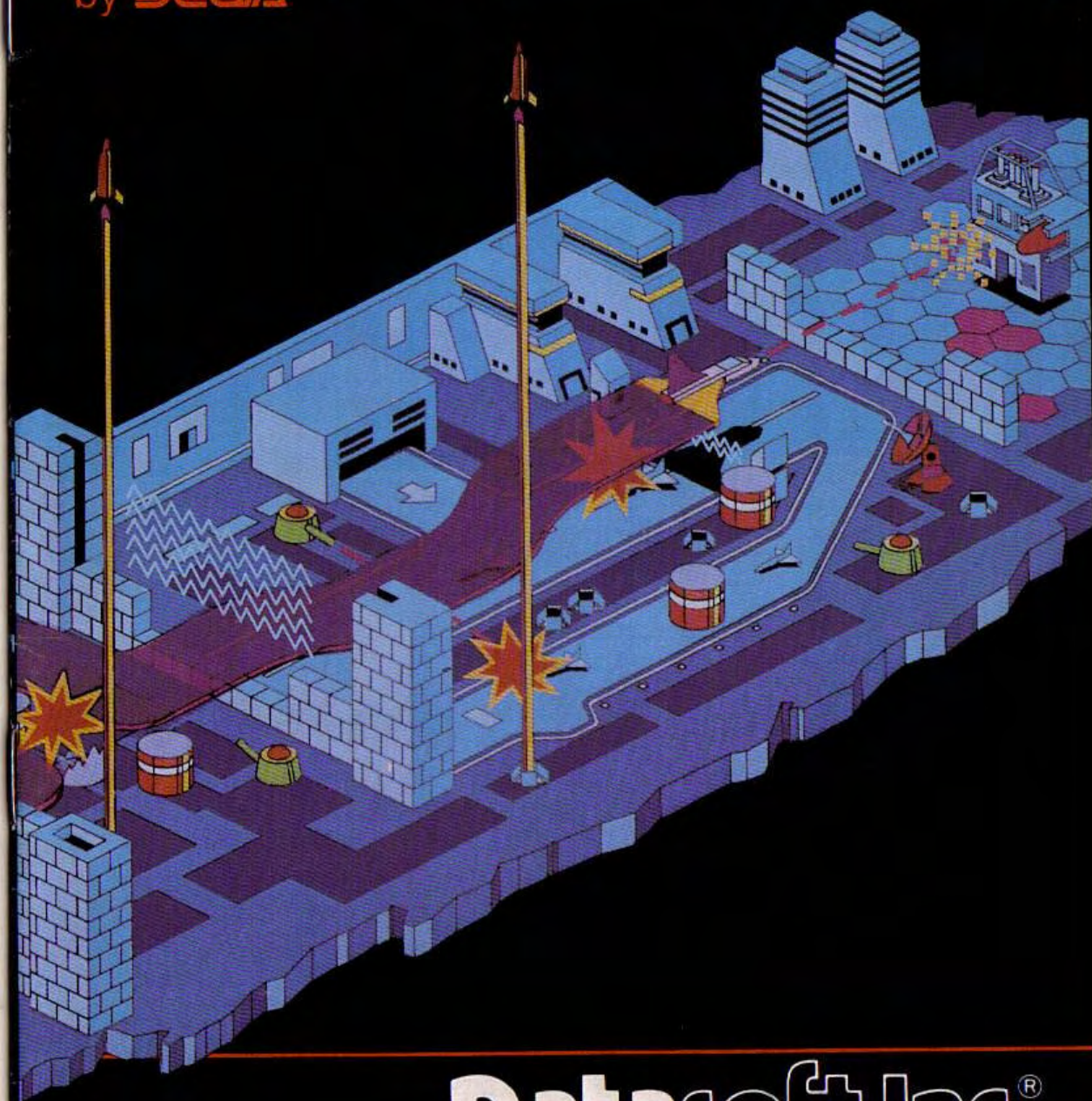


The Official

ZAXXON™

by SEGA®



Datasoft Inc.®
PERSONAL COMPUTER SOFTWARE



The Official

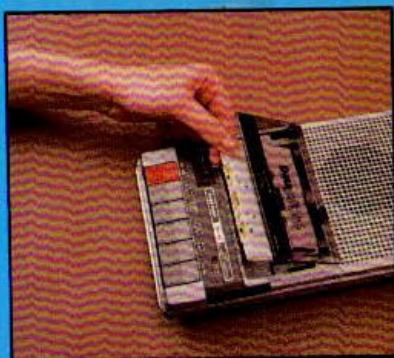
by **SEGA**®

Requirements

- TRS-80 Color Computer (32K) or TDP-100 (32K)
- Disk drive or cassette player (TRS-80 Color Computer or TDP-100 compatible)
- TV set (color for best results)
- Joystick

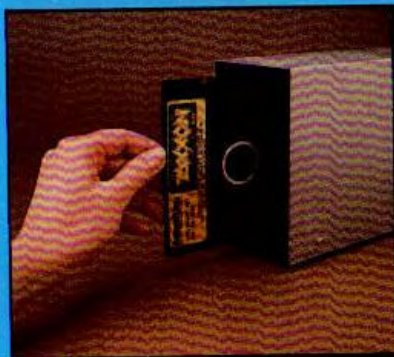
Inserting the Cassette

Turn on your TV and computer. After the BASIC copyright notice is displayed, insert the ZAXXON™ cassette into your cassette player and press the PLAY button. (Note: rewind tape if previously played.) Type CLOADM and press the **ENTER** key. The program will now load and run automatically. Press the STOP button on the cassette player. If a load error is displayed on the screen, rewind the tape and repeat the above instructions. (Note: you may also reinsert the reverse side of the cassette.)



Inserting the Diskette

Turn on your disk drives, TV, and computer. The DISK EXTENDED COLOR BASIC copyright notice must be displayed on your screen. (If not, refer to the Color Computer User's Manual, correct, and start again.) Insert the ZAXXON diskette in Drive 0 and close the disk drive door. Now type RUN "ZAXXON" and press **ENTER**. (Note: if you have version 1.1 or greater of the DISK EXTENDED COLOR BASIC displayed in the copyright notice on your screen, you may type DOS instead of RUN "ZAXXON".) The program will now load and run automatically.



The Joystick Controller

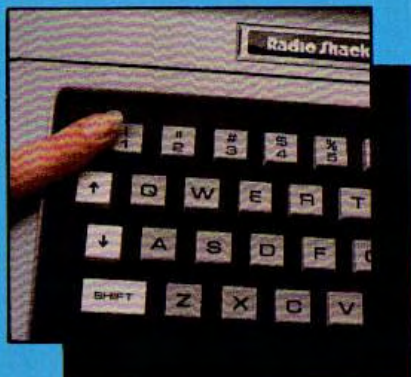
For a single-player game connect a joystick to your computer's right controller jack. A second joystick may be connected to the left jack for a two-player game.

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

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The Number 1 and 2 Keys

After the program is loaded into the computer a title page mode will appear. Press the **1** key for a one-player game, and the **2** key for a two-player game.



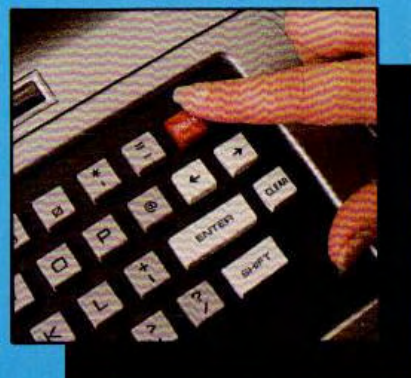
The Enter Key

Press the **Enter** key to pause a game while in progress. Press any key to resume play.



The Break Key

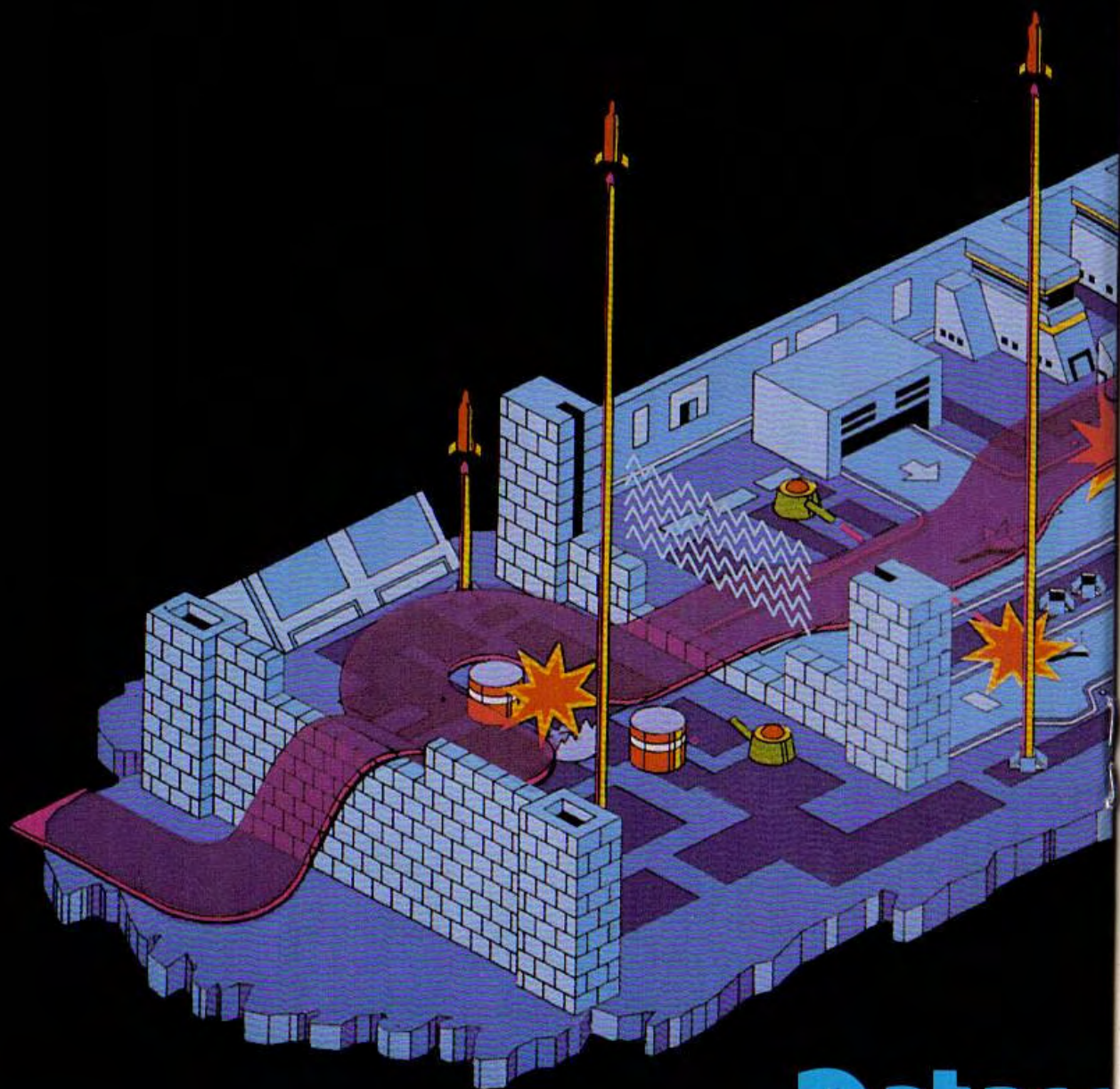
Press the **BREAK** key to abort a game and return to the title page.



For the TRS-80® Color and TDP-100® systems,
programmed by Steve Bjork.

The Official **ZAXX**

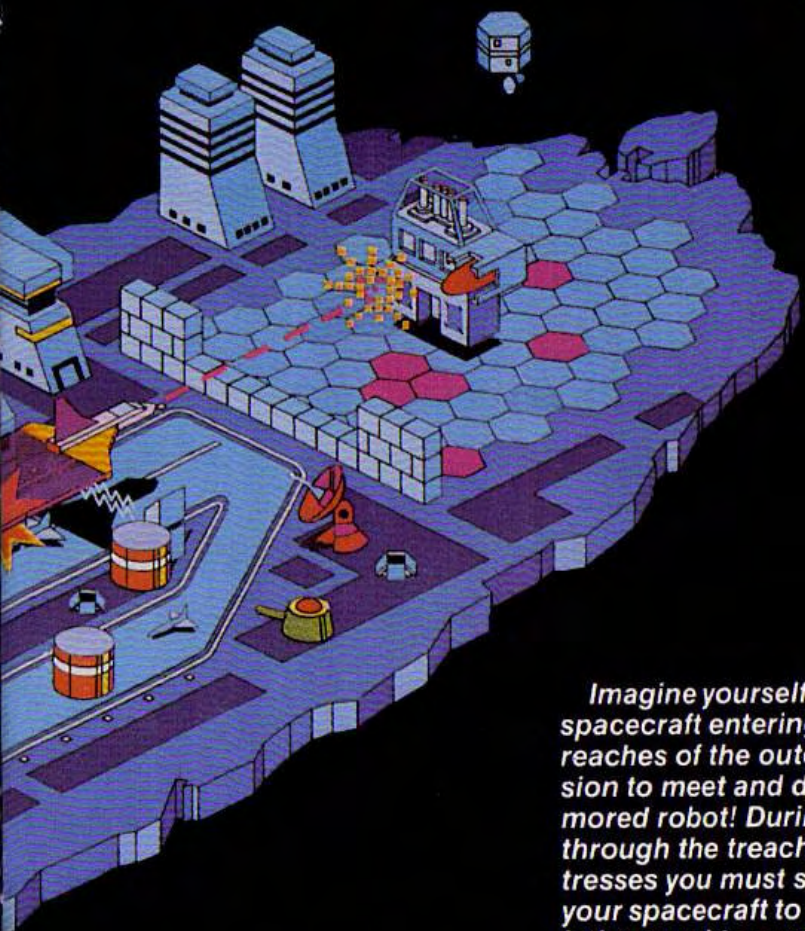
by **SEGA**®



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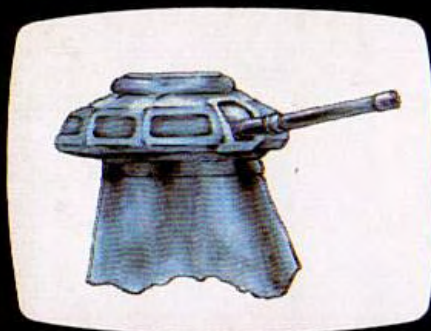


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Imagine yourself the pilot of a fighter spacecraft entering the mysterious reaches of the outer world on a mission to meet and destroy a deadly armored robot! During your flight through the treacherous Space Fortresses you must skillfully maneuver your spacecraft to attack enemy installations and to capture fuel. The enemy fights back with a barrage of missiles and gunfire. You must navigate your spacecraft with the utmost skill to scale walls, force fields, and other threatening objects. It's a gripping fight of altitude strategy! Put your flying skills to the ultimate test!

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Gun Emplacements

When these guns fire at you is dependent upon which round you are in. Destroy them before they destroy you! Crossways firing gun emplacements are worth **200** points; head-on firing are worth **500** points.



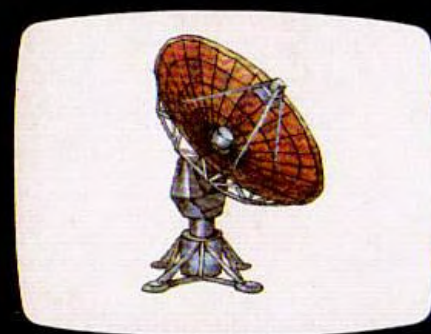
Enemy Planes

You encounter enemy planes in the first Space Fortress (parked on the ground) and again in outer space. Watch out for their fire! If you destroy any enemy planes on the ground you will reduce the number of planes you encounter in space. If you destroy parked enemy planes you score **100** points. Planes destroyed in outer space are worth **200** points.



Fuel Tanks

In addition to scoring **300** points for demolished fuel tanks, your spacecraft's fuel supply is replenished. Watch your fuel supply—if it runs out you'll crash!



Radar Towers

Radar towers are worth **1000** points. Be careful not to crash into them!

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Base Missiles

These missiles are not present in all Space Fortresses and do not always fire. Be on the safe side and shoot them first! They are worth **100** points.



Robot Missile

You encounter this missile when you meet up with the ZAXXON™ Robot at the end of the second Space Fortress. Be careful—it's a homing missile and difficult to avoid! This missile is worth **200** points. To get beyond your encounter with the Robot you must manage six (6) direct hits on his missile and destroy it. You may also encounter this missile in the Space Fortresses, especially if you fly at high altitudes.



Robot

To kill the Robot you must destroy his homing missile **BEFORE IT IS LAUNCHED**. This is quite a challenge, and if you're successful, you'll score **1000** points.

Bonus!

When you reach **10,000** points you earn one extra spacecraft.

GAME STRATEGY

Game Indicators

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.

First Space Fortress

In addition to avoiding the fire of the parked enemy planes, base missiles, and gun emplacements, you must avoid crashing into these objects as well as the radar towers and fuel tanks as you fire shots at them. You must also safely navigate your spacecraft through the openings in the walls and fly over the force field. Firing shots at all the obstacles will help you determine your spacecraft's position relative to their position on the screen. Also use your altitude indicator for positioning.

Outer Space

In outer space you encounter menacing enemy planes. Try to destroy them before they destroy you!

Second Space Fortress and Zaxxon™ Robot Encounter

The second Fortress is similar to the first Space Fortress but you encounter more hazardous force fields. To survive, you must now fly safely through the openings in the fields.

At the end of the Fortress you meet the ZAXXON™ Robot and now you're 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 destroy his missile.

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!

Datasoft Inc.®
PERSONAL COMPUTER SOFTWARE

Game Programming by Steve Bink
Graphic Artist: Kelly Day
Documentation: Jean A. Steiman

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