

ATARI® HOME COMPUTERS*

ZAXXON™



*FOR USE WITH THE
ATARI® 400™/600XL™/800XL™
HOME COMPUTERS

OFFICIAL
SEGA
ARCADE
GAME

Strap into the command position of a space-fighter craft. You're rocketing through space prepared for your ultimate encounter with a deadly, armored robot.

On your journey you can survive only if you can pinpoint your craft through force fields, walls, and other deadly obstacles.

Attack enemy positions and capture needed fuel.

Draw upon your pilot skills to dodge the constant blitz of enemy fire. All of your skills and control will be needed to survive the challenges of this ultimate space mission.

U ***SING YOUR CONTROLS***

The Joystick Controller

On your computer:

For single player game: Connect joystick to controller Jack #1

For two player game: Connect second joystick to controller Jack #2

The Option Key

If you want to play a two player game press OPTION key.

The Start Key

Press START key to begin one player or two player game. You may also press the red fire button on joystick to begin game.

The System Reset Key

Press SYSTEM RESET key to abort game and return to title page.

The Escape Key

The ESCAPE key pauses the game, press ESCAPE key again to resume play.

HOW TO PLAY



WEAPONS AND OBSTACLES:



Gun Emplacements

Beware of these guns as you fly through the Space Fortress. Receive 200 or 500 points for each gun you destroy. Scoring for destruction is random. Destroy them before they demolish you.



Enemy Planes

Enemy planes are parked on the ground in the first Space Fortress and also flying in Outer Space.

Be careful of their fire. When you destroy planes still on the ground you reduce the number of planes you'll face in space.

Planes are worth 100 points whether they are hit on the ground or in Outer Space.

For each round of play the value of the planes increases by 50 points.

Earn a 1,000 point bonus if you destroy all the planes in Outer Space.



Fuel Tanks

Demolish enemy fuel tanks and you receive 300 points plus *your* spacecraft's fuel supply is replenished.

Watch your supply—If you run out of fuel you'll crash!



Radar Towers

Radar towers are difficult to destroy because of their location.

Demolish one and score 1,000 points!



Robot

Face the ultimate challenge.

You must *hit the ROBOT directly 6 times to destroy him* before he launches his missiles.

If you're successful, you'll score 1,000 points.

YOU MUST HIT THE ROBOT!



Robot Missile

Encounter the deadly ROBOT missile at the end of the *second* Space Fortress.

Be careful, once this missile is launched the missile or even its shrapnel can destroy you.

Destroy it and receive 200 points.

STRATEGY TIPS

Game Indicators

The bottom of your screen indicates number of spacecrafts in reserve and your fuel level. Check the left side of your screen for your spacecraft's altitude. Your spacecraft will cast a shadow to help you determine its position.

First Space Fortress

Watch out for the fire of the gun emplacements.

Be careful not to crash into the radar towers, fuel tanks and gun emplacements as you fire at them.

Navigate your spacecraft through openings in the walls to fly safely over the force field.

Use your altitude indicator to determine your positioning.

Outer Space

Outer Space is filled with deadly enemy planes. Destroy them or they'll destroy you. You automatically lose altitude. You can still navigate left and right. As you enter the second fortress, leaving space, you regain your climbing ability.

Second Space Fortress and ZAXXON Robot Encounter

The second Fortress will challenge you to even more lethal force fields and walls. If you're to survive you'll have to pinpoint your craft through the openings of the force fields and walls.

The end of the fortress brings you to your encounter with the ZAXXON robot. You're fair game for the missiles of ZAXXON. Your defensive abilities are the key to your survival as you fire at ZAXXON. You must destroy the Robot before he launches his missile to survive the Robot Encounter.

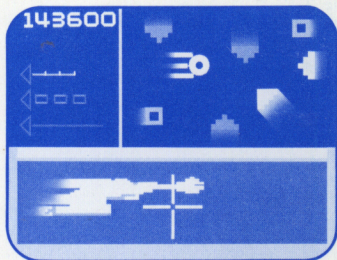
If you survive through the Space Fortresses, Outer Space, and your ZAXXON Robot Encounter, take a breath and prepare for more of these space challenges that demand greater navigation and firing skills each round.

MORE GREAT GAMES FROM SEGA

STAR TREK™ STRATEGIC OPERATIONS SIMULATOR

Sega, the arcade winners, take you where no video game has dared to go before with STAR TREK—STRATEGIC OPERATIONS SIMULATOR. Take command at the helm of the U.S.S. Enterprise as you train for your super challenging space mission.

Destroy deadly KLINGONS and ANTI-MATTER SAUCERS as you gain the nerve and skill to be victorious against the Federation's most awesome enemy... the mine-laying NOMAD!



Now all the action and adventure of STAR TREK zooms right into your home. Control the STAR TREK—STRATEGIC OPERATIONS SIMULATOR and feel the thrill of maximum space challenges... but remember only you can save the Federation!

OFFICIAL ARCADE VERSION

MORE GREAT GAMES FROM SEGA

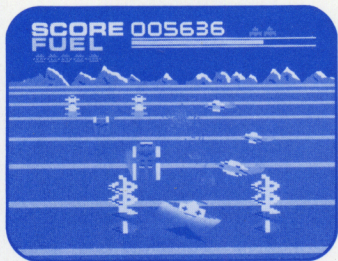
BUCK ROGERS™ PLANET OF ZOOM

Now, bring the 25th century into your home with the thrilling new home version of the arcade favorite, Buck Rogers — Planet of Zoom.

Fight the Battle of Planet Zoom. Skimming the surface of the planet you slip through deadly Electron Posts and smash enemy Space Hoppers. Penetrate waves of Alien Saucers as you blast deeper into space to do battle with your most powerful and cunning enemy... the MOTHER SHIP!

- ONE PLAYER COSMIC COMBAT
- EXPLOSIVE 3-D COLOR GRAPHICS
- THREE GALACTIC SCREEN DISPLAYS
- FAST PACED TIMED ACTION
- DEMANDING PILOT SKILLS AND CHALLENGES
- JOYSTICK CONTROLS

Now you can experience the thrills and challenges of cosmic combat like never before... after all who knows space better than Buck Rogers and who knows great games better than SEGA!



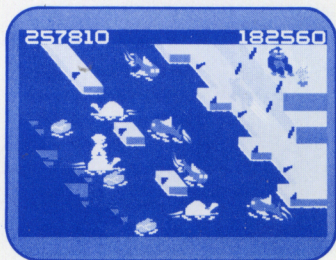
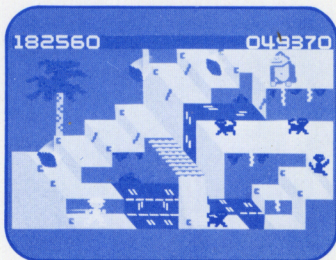
OFFICIAL ARCADE VERSION

MORE GREAT GAMES FROM SEGA

Congo Bongo™

You can hear the beat of jungle drums in the fun-filled cartoon adventure, CONGO BONGO. Colorful, state-of-the-art, 3-D graphics burst on the screen as your Jungle Adventurer hunts down Congo Bongo, the mischievous giant gorilla. There are plenty of thrills and challenges along the way: huge cliffs, coconuts, pesky chimps, treacherous lakes and mean, charging rhinos. CONGO BONGO—more fun than a barrel of monkeys... or gorillas!

OFFICIAL ARCADE VERSION



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