SUPER ZAXXON™

Reconnaissance report 3/2001/SZ

All attempts at deep-space tele-reconnaissance have failed. However, operatives within enemy territory report that the Zaxxon Empire has developed a biological weapon which resembles a fire breathing dragon. (We assume that it was modelled after latent cultural memories retrieved from Earth pilots captured in previous missions.) The Zaxxon Empire has bred a seemingly inexhaustible number of these beasts known only as Super Zaxxon. They pose the greatest threat to Earth's continued existence since the appearance of the Zaxxon Empire in our quadrant.

Each Super Zaxxon is in the centre of a defensive configuration similar to those you encountered in previous missions. You will first encounter a floating fortress armed with ground-to-air missiles, armoured gun turrets, tracking parabolic antennae, and electrified maser barriers. There are reports of heat-seeking missiles which seem to be indestructable. Our only advice is to avoid these as best you can. The enemy has not devised a defence against our automatic fuel transfer device. A direct shot to one of their fuel tanks will result in an increase in your fuel reserve.

The enemy has replaced the space void between fortresses with a narrow tunnel. Although we do not understand the construction of the tunnel, it is unaffected by your fire power and you must avoid direct contact with its surfaces. The tunnel is protected by a squadron of fighters, and indestructible mines. Destroying the minelayers improves your chances of survival. Again, our advice is to avoid the mines as best you can.

There is a second floating fortress similar to the first but with greater firepower.

If you make your way through these defences you will encounter a Super Zaxxon. Although information is sketchy, we do know that its fire breath can destroy your ship. The only way to destroy a Super Zaxxon is by firing six direct hits into its mouth.

Each successful destruction of a Super Zaxxon warns the enemy of your presence. They will be better prepared for you when you enter a new defensive net.

TO: All Fighter Pilots of Squadrons:
              DELTA   1
              GAMMA   1
              SIGMA   1
FOR: IMMEDIATE ACTION
SECURITY CODE: BETTY/70-13X/MAD HATTER
SUBJECT: GENERAL ORDER 45-195567-SZ

All available offensive spacecraft in Squadrons DELTA 1, GAMMA 1, and SIGMA 1 depart at 0500 hours and proceed immediately to the Zaxxon Empire installations within the Earth zones 17° 38'09" and 26° 15'15".
OBJECTIVE: Seek and destroy the weapons known as Super Zaxxon.

In accordance with General Order 45-007894-OG, war zone performance shall be credited toward future reviews and promotions. Performance will be automatically monitored by an on-board computer and your rating increased by destroying enemy armaments, installations, and supplies according to the following schedule:

Set Up and Game Control

Atari 48K
Cassette: Rewind and insert cassette and press PLAY. Turn ON computer while holding down START (and OPTION on XL and XE models) key. Press RETURN key and game will load and run.
Disk: Turn off computer, insert disk and turn on drive. Turn on computer (while holding down OPTION key on XL and XE models). Game will load and run.

Commodore 64:
Cassette: Rewind cassette and insert in player. Press SHIFT and RUN/STOP key together. Press PLAY on tape recorder and program will load and run.
Disk: Insert disk and type LOAD "*",8,1 and press RETURN. Game will load and run. Plug joystick into PORT#2.

Game Options:
Atari
1. To start the game: Press START or FIRE button. When joystick is used, Player 1 uses Port#1, and Player 2 uses Port #2.
2. Press OPTION to go to the option menu. Press SELECT to select option. Option button will toggle between player 1 or 2 and joystick or keyboard. If game is in demo mode press option to go back to title page then #3.

3. Use your joystick or keyboard to manoeuvre your ship as follows:

JOYSTICK	FUNCTION	KEYBOARD
Up	Decrease altitude	Z
Down	Increase altitude	A
Left	Move ship left	L
Right	Move ship right	
FIRE button	Fire single shot	Space Bar
	Hold down to fire continuously	

Other keyboard functions, for keyboard or joystick game:
RESET — reboots game
ESC — pauses game until pressed again
If no key is pressed within 15 seconds after the title screen appears, or 30 seconds after the Game Select screen appears, a demonstration game is played. When the game is over, the title screen reappears.
To start a new game, press the FIRE button after the last player's game is over.

Commodore 64

| KEY	ACTION
f1	Selects one or two players
f3	Selects difficulty level (easy, medium, hard)
P	Pauses the game; press any key to continue
RESTORE	Restarts the game.
FIRE BUTTON	Starts the game and fires lasers.

How to play
The object of the game is to destroy the Super Zaxxon dragons. You start the game with five spaceships.

There are three screens in each round of Super Zaxxon: Space Fortress, Tunnel and Dragon Fortress. Through all three screens, your spaceship maintains a constant forward speed as the Super Zaxxon landscape scrolls across the screen beneath it.

GAME SCREEN
The altimeter bar on the left side of the screen indicates your altitude. The fuel indicator is located at the bottom of the screen. The number of enemy planes you have left to destroy, High Score, and the current player's score are displayed at the top of the screen. High Score is also displayed on the option screen. The number of spaceships you have left are indicated by ship markers. Level indicator (Flag) is located at bottom right of game screen.
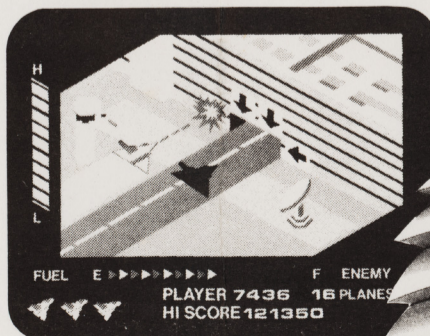
THE SPACE FORTRESS
The game begins outside the Super Zaxxon Space Fortress. Your goal, once inside the fortress is to reach the Tunnel at the end of the runway. Earn points and bonuses along the way by shooting base missiles, cannons, radar towers and enemy planes. Blast a fuel tank to replenish your fuel supply. Fly through gaps in walls, and fly over the force field. But beware of enemy fire from all directions!
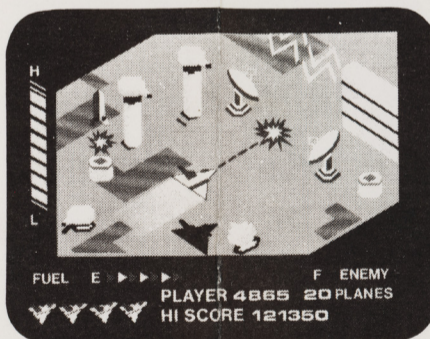
Fly your spaceship through the Tunnel opening to enter the second screen.

THE TUNNEL
Inside the Tunnel you encounter enemy planes and minelayers that try to destroy you at every moment. Altitude is limited in the Tunnel, so fly carefully. Points are scored by destroying your enemies. If you destroy 18 or more enemy planes, you earn bonus points.

When you emerge from the Tunnel into space, you're on your way to the Dragon Fortress.

THE DRAGON FORTRESS
In addition to the enemies you encountered earlier, you now face cannons that fire across your path, and more force fields. Your flying skills must be superior and your reflexes quicker.
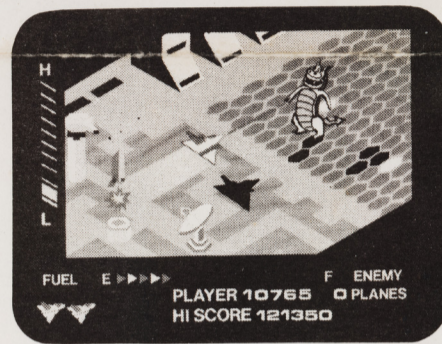
After you pass the last force field, you are ready to face each of three Dragons, ready to destroy you with their fiery breath. Each Dragon has to be shot six times before being destroyed.

STRATEGY TIPS
1. To avoid crashing into obstacles, fire continuously. If your bullets hit a wall or force field, your spaceship will hit it, too. If they make it through an opening, your spaceship will probably make it through.
2. Many obstacles can be avoided by flying along runway lines.
3. Re-fuel just before entering the Tunnel and soon after entering the Dragon Fortress. There are no fuel tanks inside the Tunnel.
4. Floating mines can be avoided by flying close to the left side of the Tunnel.
5. Judge altitude of plane, minelayer or mine from distance between it and its shadow. Use your spaceship's shadow to help determine your position.
6. Crashing into an enemy plane or minelayer destroys it as well as you. Use this tactic only in an emergency.
7. When battling the Dragons, kill them as fast as you can. Fuel is used up very fast in this sequence.

Scoring
Atari
Enemy plane on runway	50 points
Enemy plane in air	100 points
(+ 50 each new round to maximum of 300 points)	
Base missile	150 points
Cannon	200 or 500 points (randomly)
Fuel tank	300 points
Radar tower	1000 points

BONUS POINTS
Destroy 18 or more enemy planes and/or minelayers	2000 points
Destroy Dragon	1000 points
Destroy Dragon's fire	1000 points

Bonus spaceships are awarded after 30,000 points; 70,000; 150,000; 300,000; and 500,000 points.

Commodore 64
Fuel tank	500 points
Rockets	300 points
Enemy fighters	200 points
Turrets	200 or 500 points
Minelayers	200 points
Radar Base	1000 points
Eliminating all enemy planes	2000 bonus points
Super Zaxxon fire ball	500 bonus points
Super Zaxxon	2000 bonus points

THE ULTIMATE CHALLENGE?