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

The Official

ZAXXON
SEGA

The official Zaxxon
for the Commodore 64
by Peter Adams.

synsoft

For the Commodore 64 (disk & cassette) and joystick

Now you can play one of the most challenging arcade
games at home on your Commodore 64 computer. **ZAXXON's**
incredible 3-D graphics, diagonally scrolling screen and
super sound are reproduced in great detail. Everything you
love about the arcade game is here, so hang on to your
joystick and keep practicing. Eventually you'll be ready to
meet the deadly **ZAXXON** face-to-face.

COMMODORE 64 LOADING INSTRUCTIONS

Joystick

The joystick should be plugged into Port 2.

Cassette

Turn on the computer power switch.

Place the game cassette in the cassette player with the label
side up, and make sure it is rewound to the beginning. Hold
down (SHIFT) on the computer keyboard, press the (RUN/STOP)
key, and then release both keys. Press the (Play) button on the
cassette player. When the screen reads "Found," push the
(Commodore) key.

If you have any trouble loading, simply flip the cassette over,
rewind, and repeat the loading procedure.

FUNCTIONS

Player Selection

Press (F5) while the SYNAPSE logo is on the screen to switch from one to two players. Both players will share the same joystick and alternate turns.

To Start Playing

Press (F7) to start the game.

To Pause Play

Press (F7) to pause the game. Any movement of the joystick will resume play.

OBJECT OF THE GAME

ZAXXON is a classic space encounter in which you find yourself at the controls of an attack shuttle spacecraft. You must strafe the enemy Asteroid City in an attempt to destroy fuel tanks, gun emplacements, missiles, and enemy aircraft. With the aid of an altimeter you must barnstorm your way 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. Surviving the perils of outer space brings you to another Asteroid City and a showdown with the insidious robot, ZAXXON.

Successfully destroying the evil ZAXXON allows further play but with increased difficulty. The game continues until all of your ships have crashed or been lost to enemy fire.

Shuttlecraft

Your ship is controlled in the normal aircraft manner. Pull back on the stick to climb, push forward to dive. Left and right turns are made by moving the stick to the left or right, and the trigger button fires your laser cannons. An altimeter on the left hand side of the screen helps you to determine your altitude. This is especially helpful when navigating through the wall openings and electronic barriers, as well as in deep space dogfights. The fuel gauge indicates fuel remaining, which is replenished by destroying the fuel depots in the Asteroid Cities.

Electronic Barriers

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

The Asteroid Cities

At the beginning of your mission you enter the first Asteroid City. You must successfully make your way through the city and destroy as many enemy aircraft as possible. The higher your tally here, the fewer aircraft you will encounter in deep space. You should also destroy the fuel depots to increase your own supply of fuel and also score points. Finally, you should destroy as many radar towers, gun emplacements, and base missiles for the highest possible score.

Deep Space

Successfully negotiating the perils of the Asteroid City leads to deep space and encounters with those enemy aircraft that survived your earlier onslaught, as well as enemy tracking satellites. The size of the aircraft indicates their altitude. (Smaller planes are not as high.) The number of enemy planes (EP) remaining is displayed in the upper right hand corner of the screen. When all enemy planes have been destroyed a bonus of 1000 points is awarded.

The Confrontation

Your flight through the perils of deep space will, if successful, bring you to yet another Asteroid City. But this one is different! It is the fortress of ZAXXON, the deadly robot who will appear launching seeker-missiles. Destruction of the robot requires three direct hits on its missile launcher. After you conquer ZAXXON, the round advances and the difficulty increases. If you lose your ship inside an Asteroid City your next ship will be launched at the beginning of that city. The gameplay ends with the loss of your last ship. An additional ship is awarded for scoring 20,000 points.