MORE GREAT GAMES FROM SEGA

Bally **MIDWAY**

SPY HUNTER™

SPY HUNTER...CONSIDERED ARMED AND EXTREMELY DANGEROUS.
- The Official Home Version of Bally/Midway's Arcade Thriller
- You control the turbo charged race car/hydro spy boat
- You control a deadly arsenal of missiles, machine guns, oil slicks and smoke screens
- Five nerve-shattering spy-action screens
- Sophisticated spy- challenging graphics

This is hardly a game. It's a high-speed test of your secret agent skills. Meet the challenge and survive Spy Hunter!

OFFICIAL ARCADE VERSION

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BUCKROGERS™
PLANET OF ZOOM

VIDEO GAME CARTRIDGE

N ow 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!

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SCORE 005636
FUEL
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- 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!

BUCKROGERS

SEGA

OFFICIAL ARCADE VERSION

MORE GREAT GAMES FROM SEGA

Bally **MIDWAY**

TAPPER™

SIDE-SPLITTING, SODA-SLINGING LAUGHS AND SPILLS!
- The Official Home Version of Bally/Midway's Arcade Sensation
- Three belly-busting screens of Soda Fountain Fun, including:
  —Four mad-capped bar rooms of soda-starved, clammering cowboys, sports fans, punks and space creatures
  —Plus a head-spinning Soda Bandit Bonus Round
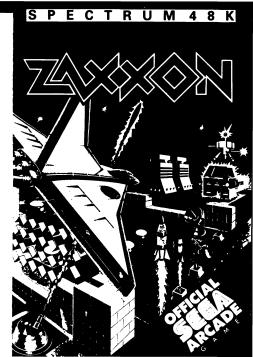- Awesome color-packed action graphics

Just try to keep your cool as hot-headed, crazy customers blitz your bar for another cold one

OFFICIAL ARCADE VERSION

U.S. GOLD
American Software

SEGA

ZAXXON

Spectrum version by David Anderson and Ian Morrison.
ZAXXON © 1984 Sega Enterprises Inc.
SEGA is manufactured and distributed in the U.K. by
U.S. GOLD LTD., Unit 10, The Parkway Industrial Centre,
Birmingham B7 4LY.

ZAXXON

OFFICIAL SEGA ARCADE GAME

ZAXXON

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.

LOADING

Position the cassette in your tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that the connection lead goes from the EAR socket on the recorder to the EAR socket on the Spectrum and that the MIC socket is disconnected.

Type LOAD "" <ENTER> (Note there is no space between the two quotes) the " is obtained by pressing SYMBOL SHIFT and the P key simultaneously. For further instructions consult your manual. Press PLAY on the recorder. The screen message should appear and the game will load automatically. If this does not happen adjust the volume and tone controls until loading takes place. When loaded follow screen instructions.

HOW TO PLAY

USING THE MENU

The menu screen displays four status boxes: one for the present number of players; one for the skill level; one displaying whether keyboard or joystick is selected; and finally, the largest box which displays the current keyboard selection for movement, fire, etc. Further to this is a list of keys to press which perform various functions.

"S" to start;

"I" to go to the instructions pages;

"P" to change the number of players (this is a toggle putting 1 to 2 or 2 to 1);

"L" to change skill level (this loops through "easy", "fair" and "hard");

"K" to define the game keys – you are asked to press your key selections with the option to reselect should you make an error;

"J" to make a joystick selection (keep pressing to loop through selections).

If the machine is loaded and left unattended the game will self-demonstrate.

When you press "S" to start the game you are asked to Input your name, which can be up to eight characters. This Input routine has an erase facility using the normal Spectrum "Delete" keys. When you are finished inputting your name press "Enter" to start the game itself. From now on the program will refer to each player by name – a unique feature of this game.

SHUTTLE CRAFT

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.

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