

ATARI® 2600™

ZAXXON™



OFFICIAL
GAMES
ARCADE

Sling into the command position of a space-fighter craft. You're exploring through space prepared for your ultimate encounter with a deadly alien invader.

On sea (space) you can survive only if you can prosper your craft through forest fields, walls, and other deadly obstacles.

Attack, strategy positions, and captain needed led

Draw upon your pilot skills to dodge the constant tide of enemy fire. All of your skills and control will be tested to survive the challenges of the ultimate space threat.

U SING YOUR CONTROLS

The Joystick Controller

On your PC!!!

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

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

If you wish to play a two player game press-X on Joystick #1

To descend push your joystick forward

To ascend pull your joystick back

To Start Game

Press start or the bottom right button on joystick to begin game

The Reset Key

Press RESET key to start game and return to title page. Reset will only work once the game has started

The Pause Key

Press Pause in pause game. Press Pause again to resume play

HOW TO PLAY



WEAPONS AND OBSTACLES



Car Emplacements

Several of these guns are placed throughout the Space Fortress. Destroy 200 or 500 points for each car 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.

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

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

Get a 1000-point bonus if you destroy all the planets in Outer Space.



Fuel Tanks

Destroy enemy fuel tanks and you receive 500 points plus your spacecraft's fuel supply is replenished.

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



Radio Towers

Radio towers are difficult to destroy because of their location.

Destroy one and score 1000 points!



Robot

Face the ultimate challenge.

You must hit the ROBOT directly 6 times to destroy her before her 60-second life expires.

If you're successful you'll score 1000 points.

YOU MUST HIT THE ROBOT!



Metal Blade

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

Be careful once this missile is launched the missile is over 90 degrees and destroys you.

Destroy it and receive 700 points.

STRATEGY TIPS

Game Indicators

The bottom of your screen indicates number of spacecraft in mission and your fuel level. Check the left side of your screen for your spacecraft's attitude. Your spacecraft will use a throttle 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 solar 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 attitude indicator to determine your position(s).

Outer Space

Outer Space is filled with deadly enemy planets. Destroy them as they'll destroy you. You automatically lose planets. You can still navigate left and right. As you near the second fortress, leaving coast, you regain your climbing ability.

Second Space Fortress and JAXON Rebel Encounter

The second Fortress will challenge you to even more lethal force fields and walls. If you enter under you'll have to spend your CPU through the openings of the force fields and walls.

The end of the fortress brings you to your encounter with the JAXON rebel. You're the game for the mission of JAXON. Your advanced abilities are the key to your survival as you fire at JAXON. You must destroy the Rebel before he launches his assault to launch the Rebel Encounter.

If you survive through the Space Fortresses, Outer Space, and your JAXON Rebel Encounter take a breath and prepare for your ultimate space challenge that demand greater navigation and firing skills than usual.

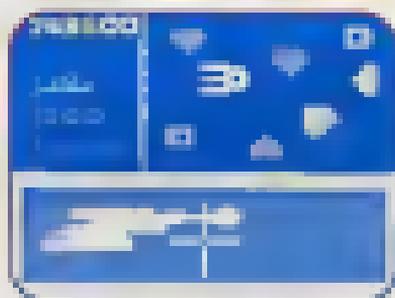
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OFFICIAL ARCADE VERSION