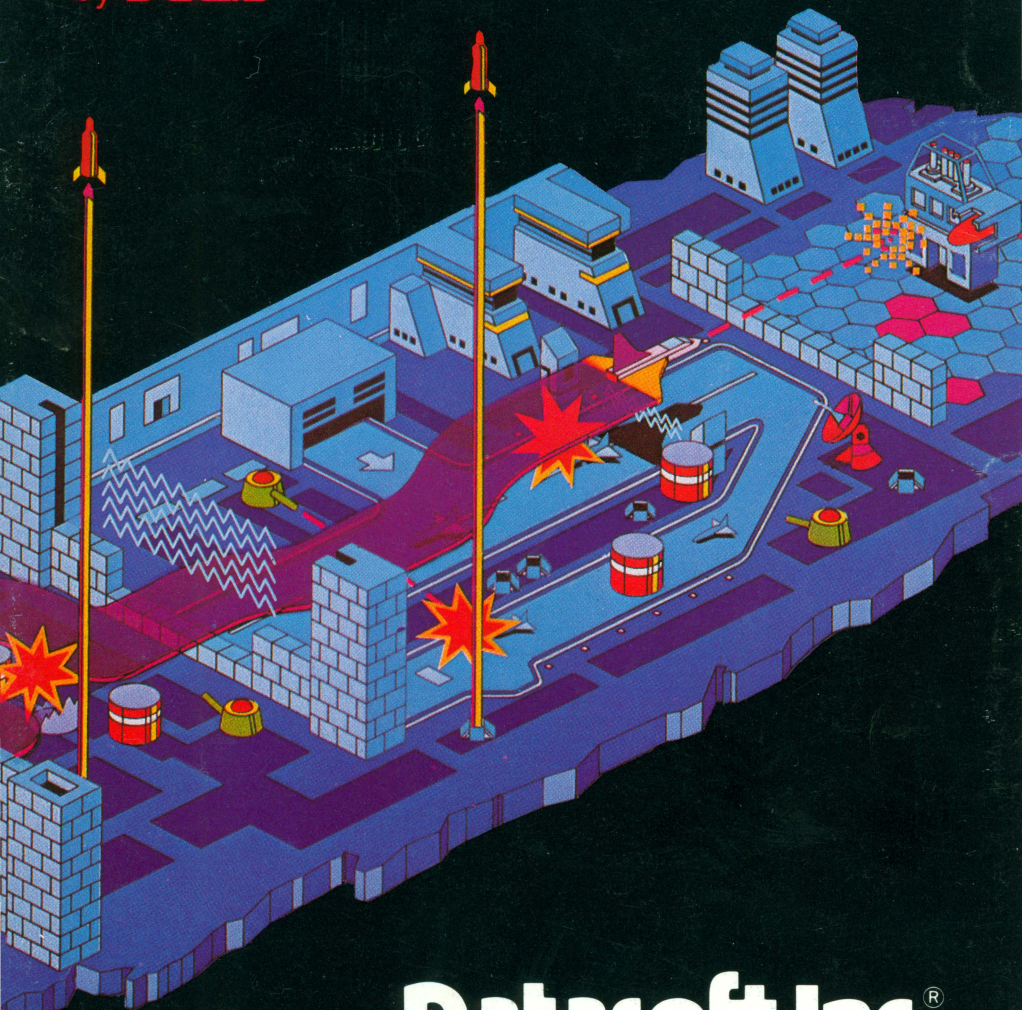


The Official

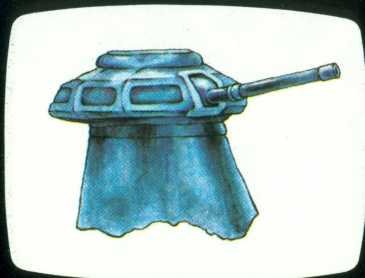
# ZAXXON™

by SEGA®



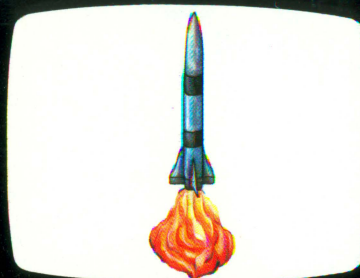
**Datasoft Inc.®**  
PERSONAL COMPUTER SOFTWARE

# P O I N T S



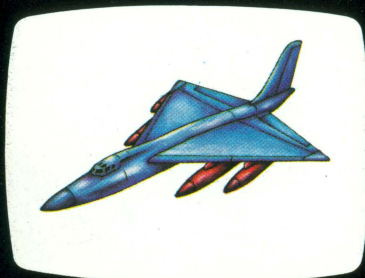
## Gun Emplacements

Watch out for these guns on your flight through the Space Fortresses. Use your shots to destroy them before they demolish you! The scoring for destruction of these guns is random; you will get **200** or **500** points for each one you destroy.



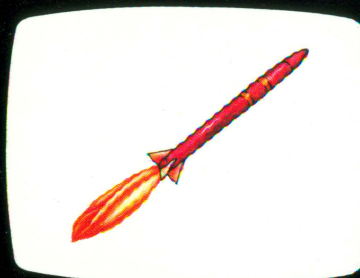
## Base Missiles

Base missiles are worth **150** points each.



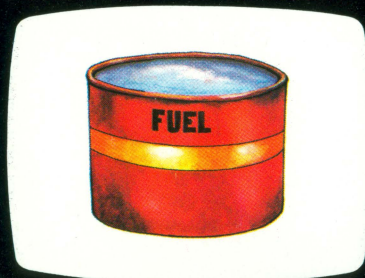
## Enemy Planes

You encounter enemy planes in space. Destroy them before they destroy you! They are worth **100** points plus **50** points each succeeding round, up to **300** points. If you destroy all the planes in space you will score a **1000** point bonus.



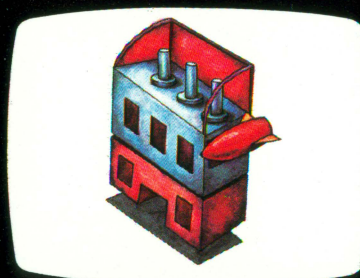
## Robot Missile

You encounter this missile when you meet up with the ZAXXON™ Robot at the end of the second Space Fortress. Be careful—it's a homing missile! This missile is worth **200** points. To get beyond your encounter with the Robot you must manage 6 direct hits on his missile and destroy it.



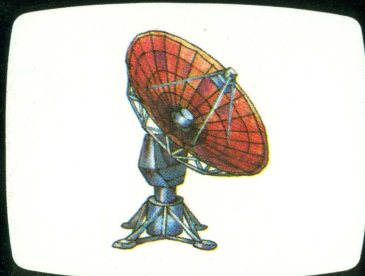
## Fuel Tanks

In addition to scoring points for demolished fuel tanks, your spacecraft's fuel supply is replenished. Watch your fuel supply—if it runs out you'll crash! On your first round through the Space Fortresses each tank is worth **300** points. On each succeeding round the score increases by **50** to a maximum of **500** points.



## Robot

To kill the Robot you must destroy his homing missile before it is launched. This is quite a challenge, and if you're successful, you'll score **1000** points!



## Radar Towers

Radar towers are one of the most difficult objects to hit and destroy because of their location. If you demolish one, you score **1000** points!

## Satellite

Look for these in outer space. If you hit and destroy one it's worth **300** points. (Not shown)

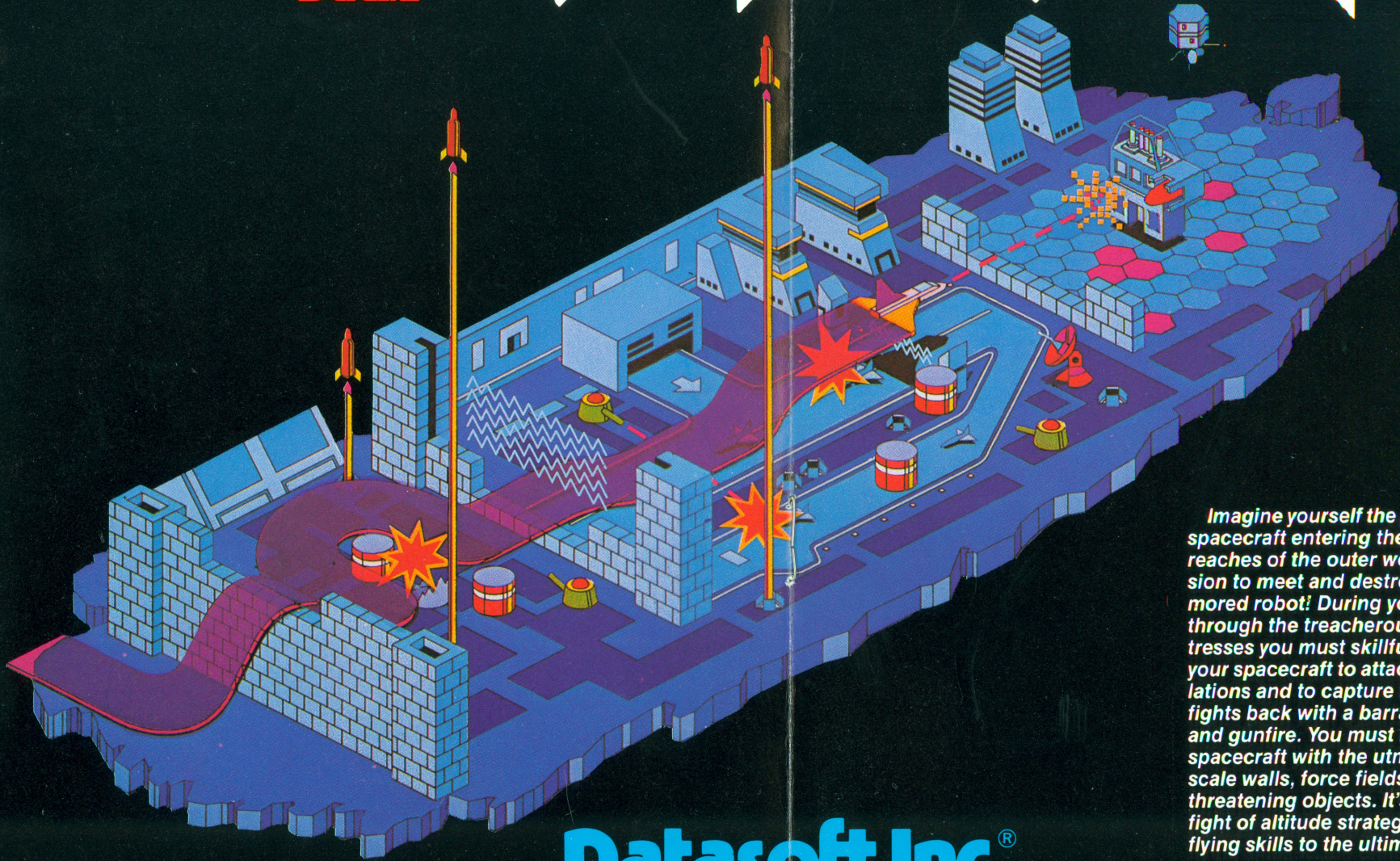
## Bonus

At **30,000** points you'll get one extra spacecraft.

The Official

# ZAXXON™

SEGA



*Imagine yourself the pilot of a fighter spacecraft entering the mysterious reaches of the outer world on a mission to meet and destroy a deadly armored robot! During your flight through the treacherous Space Fortresses you must skillfully maneuver your spacecraft to attack enemy installations and to capture fuel. The enemy fights back with a barrage of missiles and gunfire. You must navigate your spacecraft with the utmost skill to scale walls, force fields, and other threatening objects. It's a gripping fight of altitude strategy! Put your flying skills to the ultimate test!*

**Datasoft Inc.®**  
PERSONAL COMPUTER SOFTWARE

# The Official **ZAXXON**™ by SEGA®

## Requirements

- Apple II, II Plus, IIe Computer (48K)
- Disk drive with DOS 3.3
- TV set or video monitor
- Joystick

## Sound Board

If you have a Sweet Micro Sound II or Sound/Speech I mocking board, make sure it is in slot 4 of your computer, and answer yes (Y) in response to the mocking board prompt after the game is loaded.

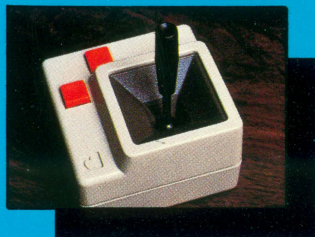
## Inserting The Diskette

Turn off your computer and turn on your video monitor or TV. Connect a joystick to your computer. Insert the ZAXXON™ diskette into your disk drive and close the door. Now turn your computer on. The demo program will load automatically. After the demo program appears on the screen press the **SPACEBAR** or the fire button (paddle button 0) on your joystick and the main program will load into the computer.



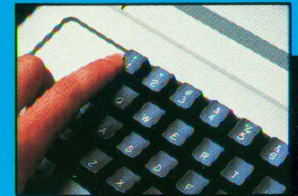
## The Joystick Controller

Pull the joystick toward you to make your spacecraft climb. Push the joystick away from you (forward) to make your spacecraft dive for low flying. Push the joystick to the right or left for the corresponding movements. Press the fire button to fire (paddle button 0).



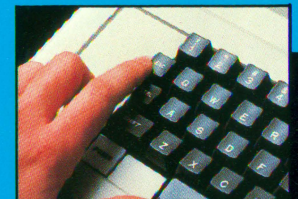
## The 1 or 2 Keys

Press either the 1 or 2 key for a one- or two-player game and the game will begin.



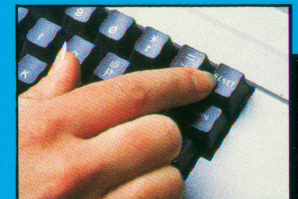
## The Escape Key

To pause a game in progress press the **ESCape** key. Press any key to resume play.



## The Reset Key

The **RESET** key will abort a game and reboot the disk.



## The Q and S Keys

To turn off the sound during play, press the **Q** key. To restore sound, press the **S** key.

# GAME STRATEGY

## Game Indicators

Your "fuel indicator" and number of spacecrafts in reserve are displayed at the bottom of your screen. The "enemy plane" indicator tells you how many enemy planes remain to be destroyed. Your spacecraft's altitude is indicated on the gauge on the left side of your screen. During flight through the Space Fortresses your spacecraft's shadow will also help you judge its position on the screen.

## First Space Fortress

You begin the game with one fighter spacecraft in flight and two spacecrafts in reserve. Your flight through the Space Fortress requires you to avoid crashing your spacecraft into the radar towers and fuel tanks, and to avoid the fire of the gun emplacements and base missiles. If you fire at and destroy these objects you score points. In addition to points, fuel tanks replenish your fuel supply. Watch your fuel supply—if it runs out you'll crash. And be sure to check your fuel supply if you fly at high altitudes for too long in both Fortresses! You must also safely navigate your spacecraft through the openings in the walls or past the smaller walls.

Firing shots at all the obstacles will help you determine your spacecraft's position relative to their positions on the screen. Also use your altitude indicator for positioning.

## Outer Space

Following the first Space Fortress you enter outer space and encounter enemy planes. Try to destroy them before they destroy you!

## Second Space Fortress and Zaxxon™ Robot Encounter

The second Fortress is similar to the first Space Fortress, but you encounter more walls and hazardous force fields. To survive, you now must fly through the openings between the force fields and the walls. Again, shoot and keep your eye on the altitude gauge.

At the end of this Fortress you meet the ZAXXON Robot. You're an open target for his homing missile! The challenge now is to defend your ship from his missile while firing shots to destroy it. Remember, to get beyond your encounter with the Robot you must manage six direct hits on his homing missile and destroy it. If all these shots reach the missile before it is launched, you will kill the Robot and score a 1000-point bonus.

Upon the completion of one round (through the Space Fortresses, outer space, and your encounter with the ZAXXON™ Robot), if you are still alive, you will repeat what you have just experienced. But each pass becomes more threatening. Your navigation and firing skills will be put to the ultimate test!

**Datasoft Inc.**®  
PERSONAL COMPUTER SOFTWARE

9421 Winnetka Avenue Chatsworth, CA 91311

Game Programming by: John Garcia  
Assisted by: Jim Ratcliff  
Graphic Artist: Kelly Day  
Documentation: Jean Stedman

Game Graphics © 1983 SEGA ENTERPRISES, INC.  
SEGA® and ZAXXON™ are trademarks of SEGA ENTERPRISES, INC.  
Apple® is a trademark of Apple Computer Inc.  
DATASOFT® is a trademark of Datasoft Inc.  
© 1983 DATASOFT INC.®

**Datasoft Inc.**  
PERSONAL COMPUTER SOFTWARE

©1983 DATASOFT INC. ©  
CAT. NO. 1200

The Official

**ZAXXON**™  
by SEGA

DATASOFT® IS A REGISTERED TRADEMARK OF DATASOFT INC.  
SEGA® AND ZAXXON™ ARE TRADEMARKS OF SEGA ENTERPRISES INC.  
GAME GRAPHICS ©1983 SEGA ENTERPRISES INC.