Disk Version.
Cat. No. 26-1956

For the Radio Shack TRS-80® Models I, & III Computers

REQUIREMENTS:
- Radio Shack TRS-80 Model 1, or III
- 48k RAM
- One disk drive

OPTIONAL:
- Amplifier for sound (recommended Radio Shack amplifier, catalog number 277-1008.)

THE GAME

INTRODUCTION:

This documentation will provide you with the information to help you advance from a "Rookie Pilot" to a "Combat Ace Pilot" in this uniquely exciting computer game, ZAXXON™. With an angled three-quarter perspective and faithfully reproduced game play, matching that of the coin-operated version, ZAXXON for the TRS-80 brings the arcade challenge to your home or office.

The basics of ZAXXON are simple, but the game play and simulated three-dimensional perspective require the player to develop superior game skills. This can best be achieved by: (1) thoroughly reading the documentation, (2) practicing the game.

As a ZAXXON pilot, you use your keyboard to control your space fighter, just as a real pilot would. Your fighter craft dives up, down, and moves to the left or right.

The object of the game is to enter the floating fortress, strafe and destroy the enemy's defenses (thus scoring points), and survive to face the ultimate armed conflict with the armored robot, ZAXXON.

As you penetrate the planet's fortifications and weaponry, the terrain (and your survival) become more difficult. You will meet up with a squadron of enemy fighters in a head to head dog fight, on your way to the final confrontation against the armored robot and its lethal homing missile.

HOW TO LOAD ZAXXON

This is ZAXXON featuring state-of-the-art machine-language programming. ZAXXON may be played using special keys on your TRS-80 computer. To load the game on your TRS-80, please follow the instructions below.

MODELS I & III
(Cat. No. 26-1956: 48K and One Disk Drive Required)

Turn on your computer. When the disk drive light is off, insert your diskette into Drive 0. Press the RESET BUTTON on your computer. The ZAXXON logo and Options Menu (below) will appear within a few seconds.

1 LOAD GAME
2 RESET HIGH SCORE
3 BACKUP DISK

Options 1 and 2 are self-explanatory. Option 3, is described below.

BACKUP - Making An Extra Copy of Your Diskette

The BACKUP function allows you to make ONE copy of your ZAXXON diskette. Since you will only have one opportunity to create an extra copy, carefully follow the screen instructions.

IMPORTANT!

1. You should not format a diskette prior to making the backup.

2. Make sure you have a blank diskette on which to backup ZAXXON before you begin the BACKUP procedure.

Also: (1) do not attempt to use TRSDOS® or any DOS to read or write to this diskette. ZAXXON does not contain a standard DOS, but instead works with a special "mini-DOS"; (2) a BACKUP made on a Model 111 or 4 will run on a Model 1, but not vice-versa; (3) make sure that both diskettes (original and blank) are not write-protected.

HIGH SCORE ON THE DISKETTE VERSION

Your score will be saved to the diskette at game's end, if the score meets the "Minimum High Score" requirements. Make sure that your diskette remains in Drive 0 during play.

SOUND

ZAXXON features game enhancing sounds. To hear the sounds, load the game and then connect the cassette interface cable to the cassette port on your computer. Then connect the large gray AUX plug on the Cassette Interface Cable to a compatible amplifier. (Recommended: Radio Shack's amplifier, catalog number 277-1008.)

GAME PLAY INSTRUCTION

Your star-craft is controlled and maneuvered in the following manner.

To move your ship up, press the `UP` `ARROW` key.
To move your ship down, press the `DOWN` `ARROW` key
To move your ship to the right, press the `RIGHT` `ARROW` key.
To move your ship to the left, press the `LEFT` `ARROW` key.
To fire your missiles, press the `SPACE` `BAR`.
To abort the game, press the `SHIFT` and `BREAK` keys together.
To freeze the game, press the `SHIFT` and `S` keys together.
To then continue the game, press the `ENTER` key.
To exit the game, press the `RESET` button and remove the disk.

DIFFICULTY LEVELS

1–2–3–4

Easier ◄─► Harder

The difficulty level you choose affects the size of force-field barriers and the number and location of hits required to destroy the Robot.

Here is what you need to destroy the Robot.

Level 1: 6 hits ⎤   Must be made anywhere
Level 2: 9 hits ⎦   on the Robot or Missile.
Level 3: 3 hits ⎤   Must be made on the opening from where the
Level 4: 6 hits ⎦   Missile is fired or on the Missile itself.
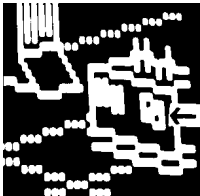
Level 3 and 4 missile hits must strike here, or directly on the missile.

ZAXXON is a game that requires time, effort, and patience. When you first sit down at the computer, play a few games just to get used to the controls and the perspective. With a little effort, you'll become a top notch pilot.

THE SCREEN

ZAXXON for the TRS-80 simulates a three dimensional perspective by displaying the game at a three-quarter slant. As the pilot you are looking at the

fortress from above and from the right side of the floating city.

Your altimeter is located on the left side of the screen. This will indicate your fighter's present height throughout the game. It is a great device for referencing the height you need to clear walls.

At the very bottom of your screen is your fuel gauge. If you run your jet to the "Empty" point, it will explode. If you blow-up a fuel tank, extra fuel will be added to your gauge. The fuel supply returns to "Full" with each new jet.

In the upper left corner is a little reminder of the number of enemy jets required to be destroyed for a 1,000 point bonus.

THE FORTRESS

At the beginning of each game, your space fighter is approaching the floating fortress of ZAXXON. From your perspective, you are flying above and then into the city. As you make your approach, you must guide your craft over a towering wall. There is an opening at the top of the wall which is the path you must follow to enter the fortress.

ZAXXON'S fortress is heavily protected by defensive weapons. As you fly over, you will notice: underground silos that contain missiles fixed position cannons that face your space-fighter head-on and from the sides, walled terrain that acts as a barrier, and, in the advanced rounds, laser force fields.

You can immediately start to score points by flying through the city while strafing the enemy positions. Your targets are fighter-craft on the planet's surface, fuel tanks, enemy cannons, and radar dishes. And, as you blow-up fuel tanks, bonus fuel is credited to your craft's reserves.

When you have made it through the city you must pilot your fighter craft over another wall and out into space.

THE DOGFIGHT

From out of the right side of the screen, enemy spaceships appear. They will soon attack, firing missiles at your spacecraft. When your craft is pointed at an enemy fighter and they are on an equal level, you can knock them out of the sky by firing your missiles. But beware: the enemy fighters can destroy you as well, with their missiles.

THE ARMORED ROBOT

After penetrating the city's defenses and surviving the aerial battle, you're now ready for the third phase of the game. While maneuvering your ship over another towering brick structure, you enter the robot's fortress. This resembles the original walled fortress, complete with all of its defenses.

The robot will enter from the right side of your screen. Notice that he is armed with a deadly accurate homing missile. You must hit the robot the required number of times (see difficulty levels). If you do not accomplish this in a brief time period, he will have armed his homing missile and fired it directly at your fighter.

This completes one round of ZAXXON. The successful completion of, a round will then present a more difficult round, with even greater challenges from the enemy.

SCORING AND THE ENEMY'S DEFENSES

GROUND PLANES: Value **50 Points**

You'll see these throughout the fortress, on the runways. In the opening rounds, they're easy to hit and they don't fire back. But later … as the game advances … look out! They fire missiles back at you. Note: If you destroy any enemy planes on the ground you will reduce the number of planes you encounter in space. There is an added bonus to each plane you destroy. Each one counts towards an extra 1,000 point bonus for blasting 20 planes either on the ground or in the air.

ENEMY FIGHTER JETS: Value **100 Points**

After you have successfully flown through the fortress, your ship is engaged in a dogfight against the enemy's jets. It takes skill and practice to master this portion of the game. When your craft and a jet are at the same altitude, you must blast him before he blasts you.

INTERCEPTOR MISSILES: Value **150 Points**

These missiles are launched from the ground. They are the enemy's most lethal defense during your "joy ride" through the fortress. Before each missile is launched, the silos will generate smoke from the launch ignition. Best to avoid.

HOMING MISSILE: Value **200 Points**

When you have successfully flown through the fortress and survived the dogfight, the game's most difficult challenge faces you. The confrontation with the Robot. He fires a homing missile directly at you.

SATELLITE: Value **300 Points**

During the dogfight sequence, the satellite will drift across the screen. It is usually at the maximum altitude.

FUEL TANKS: Value **300 Points**

Scattered throughout the fortress are fuel storage tanks. Each tank destroyed earns you 300 points and an increase in fuel supply. Watch your fuel supply… these tanks can save you in a pinch!

CANNONS: Value **500 Points**

The cannons are randomly placed throughout the fortress. One type faces forward, firing deadly missiles directly at you. The other type is positioned on the sides of the fortress, firing broadside, into the center. Side cannon's value **200 Points**

RADAR TOWERS: Value **1,000 Points**

There aren't many in the game, but the ones that are there are one of the most valuable targets in ZAXXON.

ARMORED ROBOT: Value **1,000 Points**

The last defense of the planet ZAXXON. He hovers on the screen moving

about so as to make himself a more difficult target. You must quickly blast him, or he releases his deadly homing missile.

GOOD LUCK CAPTAIN!

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