

— C O M M O D O R E 6 4 —

# BUCK ROGERS™

PLANET OF ZOOM



# SEGA®

THE ARCADE WINNERS



**I**t's the 25th Century. You are Buck Rogers fighting the battle of Planet Zoom. This is a race against death! Your ultimate and most powerful enemy is the deadly MOTHER SHIP!

There are five levels of increasing difficulty – each with four rounds of challenging space combat. Before you meet the MOTHER SHIP, your pilot skills and nerve are tested against zapping ELECTRON POSTS, ALIEN SAUCERS and smashing SPACE HOPPERS. This is a battle of speed, accuracy and endurance. Your fuel consumption is crucial to your survival. If you deplete your fuel you crash into the surface of Planet Zoom, destroying any one of your three battle ships. The faster you fly, the less fuel you burn. You receive a full tank of fuel if you destroy the MOTHER SHIP. Be aggressive but don't be reckless. This is "do or die" cosmic combat and it's the MOTHER SHIP or *YOU!*



## **USING YOUR CONTROLS**

**L**OADING Position the cassette in your Commodore tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow; press PLAY on tape. This program will load automatically. When loading is complete follow screen instructions.

**Y**ou'll begin your battle with a fleet of three fighterships that you navigate one at a time above the surface of Planet Zoom and into space. You can use your keyboard or joystick to control them.

**J**OYSTICK CONTROL Pushing your joystick *forward* will elevate your fightership. When it has reached maximum elevation, the *forward* position will increase the speed of flight.

Pulling the joystick *back* brings your ship lower until it skims the surface of Planet Zoom. Keeping the joystick pulled *back* will bring your ship to its minimum speed. The minimum speed increases with each level of difficulty.

Pushing joystick to the right will turn your ship to the right.

Pushing joystick to the left will turn your ship to the left.



If the joystick is angled up or down while turning right or left, your ship will fly at that angle. Push your fire button repeatedly for rapid fire. Keep button depressed for steady fire.

## **K** EYBOARD CONTROLS

Your ship will fly the same way on your screen when using keyboard controls.

The "W" key elevates your ship then increases your speed.

The "S" key brings you down to the surface of Planet Zoom then slows your ship.

The "A" key steers your ship to the left.

The "D" key steers your ship to the right.

Pushing the "A" and "W" keys together will steer you up to the left then faster to the left.

Pushing the "D" and "W" keys together will steer you up to the right then slower to the left.

Pushing the "A" and "S" keys together will steer you down to the left then slower to the left.

Pushing the "D" and "S" keys together will steer you down to the right and then slower to the right.

The "SPACEBAR" fires your missiles.

The "SHIFTLOCK" key pauses gameplay.

Pushing the "RESTORE" key returns screen to Title Page.

# **HOW TO PLAY**

**T**he object of the game is to destroy the MOTHER SHIP before the MOTHER SHIP and its deadly Electron Posts, Saucers and Space Hoppers destroy *you*!

**T**HE SCREEN Your screen shows the view as you skim over the surface of Planet Zoom. In the distance are mountains and beyond them, outerspace and your battle with the MOTHER SHIP.

The upper edge of your screen shows your score. Below your score is your fuel gauge. Your fuel is depleted slower the faster you travel. Your fuel gauge changes colour to indicate fuel level:



GREEN .....	More than $\frac{1}{3}$ of a tank
YELLOW .....	Between $\frac{1}{3}$ and $\frac{1}{8}$ of a tank
RED .....	Less than $\frac{1}{8}$ of a tank

When you fuel is depleted, an alarm sounds and your fuel gauge flashes as your ship collides into the surface of Planet Zoom, destroying that ship.

If that was the last of your three ships, the game is over. If you run out of fuel before reaching the next round, you return to the first round of that level minus one ship.

Below your fuel gauge is your enemy/obstacle display indicating the number of Alien Saucers or Space Hoppers to be destroyed or the number of Electron Posts to be passed through.

**G**AME PLAY Now you are ready to do battle on Planet Zoom. The game is divided into five skill levels. Each level is made up of four rounds of battle. Each round you encounter a different combination of enemies and aliens. The combinations get more difficult as you advance through each round of every level:

#### LEVEL 1

ROUND 1 – 10 Electron Posts

ROUND 2 – 15 Electron Posts and Alien Saucers

ROUND 3 – 20 Electron Posts, Alien Saucers and Space Hoppers

ROUND 4 – The MOTHER SHIP

#### LEVEL 2

ROUND 1 – 15 Electron Posts firing forward (after round 1 Electron Posts fire to the outside)

ROUND 2 – 20 Electron Posts and Alien Saucers

ROUND 3 – 25 Electron Posts, Alien Saucers and firing Space Hoppers

ROUND 4 – The MOTHER SHIP with missiles

#### LEVEL 3

ROUND 1 – 20 Electron Posts

ROUND 2 – 25 Electron Posts and Alien Saucers

ROUND 3 – 30 Electron Posts, Alien Saucers and firing Space Hoppers

ROUND 4 – The MOTHER SHIP with missiles

#### LEVEL 4

ROUND 1 – 25 Electron Posts with Alien Saucers

ROUND 2 – 30 Electron Posts, Alien Saucers and firing Space Hoppers

ROUND 3 – 35 non-firing Electron Posts, Alien Saucers and firing Space Hoppers

ROUND 4 – The MOTHER SHIP with missiles



## LEVEL 5

ROUND 1 – 30 Electron Posts with Alien Saucers


ROUND 2 – 35 Electron Posts, Alien Saucers and firing Space Hoppers


ROUND 3 – 40 Electron Posts, Alien Saucers and firing Space Hoppers


Round 4 – The MOTHER SHIP with missiles

The number of Electron Posts, Alien Saucers and Space Hoppers indicates the combined total of enemies and aliens you must destroy or Electron Posts you must pass through. Your screen will show no more than 20 enemies or aliens to be destroyed.

## **E** NEMIES AND ALIENS

 **Electron Posts** – After level one they fire electron pulsars toward the outside. With each level they are spaced more closely. They explode on impact.

 **Alien Saucers** – will explode on impact and fly by with greater speed and frequency as levels of difficulty increase.

 **Space Hoppers** – will explode on impact with your ship. After round 1 they will fire at your ship. As levels of difficulty increase, Space Hoppers will appear with greater speed and frequency.

**The MOTHER SHIP** – this is your greatest challenge. Her destruction is your greatest victory. No enemy is more cunning or powerful. The MOTHER SHIP can be destroyed only by hitting it *dead centre*. As it approached, the MOTHER SHIP will fire at you.

# **S** **CORING**

Alien Saucers .....	200 points
Space Hoppers .....	300 points
Electron Posts .....	500 points
The MOTHER SHIPS .....	20,000 points plus full load of fuel.
Every 20,000 points you receive an additional fightership.	

# **S** ***TRATEGIC TIPS***

- Fly as fast as you can without crashing. The faster you fly, the less fuel you consume. You receive added points for added speed.
- If you fly outside the Electron Posts after level 1, you are likely to be hit by Electron Posts.
- You are more vulnerably to attack by Alien Saucers when flying low.
- Saucers are more vulnerable as they fly past from behind.
- Enemies appear in waves. Try to determine the rhythm of the waves.
- Be aggressive – if you're not, you'll use your fuel before you encounter with the MOTHER SHIP.
- Don't be reckless – your fightership steers with super-sensitive response.
- Over-steering will cause you to collide with Electron Posts, Alien Saucers or Space Hoppers.



# M

# ORE 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**



COMMODORE 64 DISKETTE and CARTRIDGE  
277 12554





# M

# ORE GREAT GAMES FROM SEGA



SEGA

## Congo Bongo™

You can hear the beat of jungle drums in the fun-filled cartoon adventure, CONGO BONGO. Colorful, state-of-the-art, 3-D graphics burst on the screen as your Jungle Adventure hunts down Congo Bongo, the mischievous giant gorilla.

There are plenty of thrills and challenges along the way: huge cliffs, coconuts, pesky chimps, treacherous lakes and mean, charging rhinos. CONGO BONGO—more fun than a barrel of monkeys... or gorillas!

**OFFICIAL ARCADE VERSION**



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