

TIME PILOT™*

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IMPORTANT

Please ensure that you complete and post the cartridge warranty registration form. Failure to do so may result in delays in repair or replacement of any cartridge which becomes defective.

CBS
ELECTRONICS

CBS Electronics Headley Road East Woodley Berks

TimePilot™

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CARTRIDGE INSTRUCTIONS

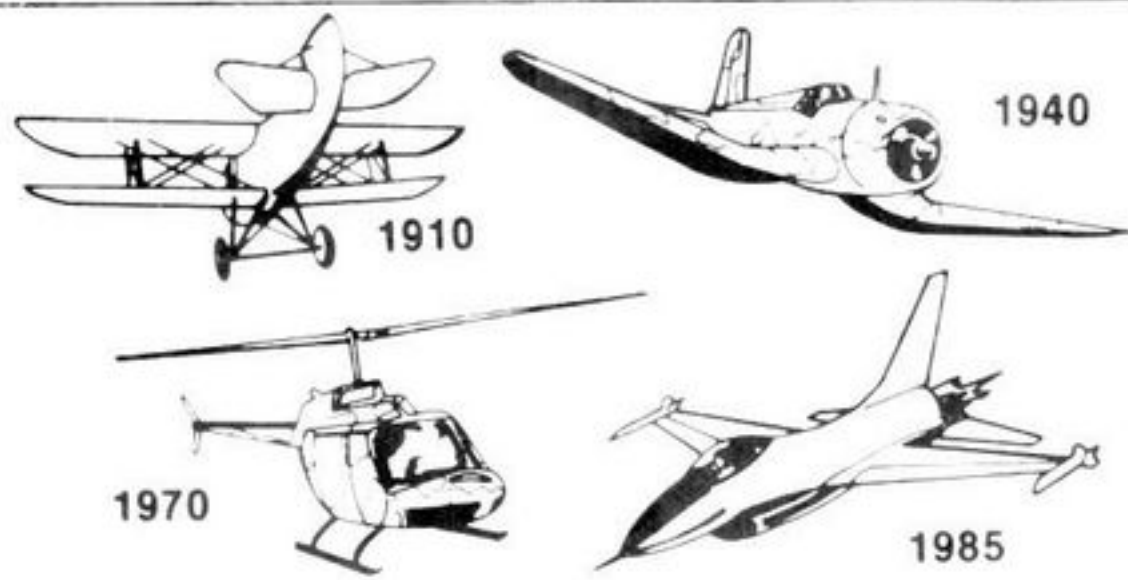


For use on UK (PAL)
colour television sets

CBS Electronics Video Game Cartridge for use
with CBS Coleco Vision™ Video Game System.

CBS
ELECTRONICS

GAME DESCRIPTION



You're caught in a time warp! Earn your wings against ruthless enemy aircraft from the dawn of aviation to the superjet age. TIME PILOT™ takes you through the decades as you face enemies from four different time periods:

1910: Battle the ghosts of yesteryear's dogfighting biplanes! Their hand bombs are crude, but deadly all the same. Fend them off, then face the mighty dirigible.

1940: Time warp ahead 30 years! Face squadrons of swooping monoplanes and bombers. Evade their swift attack, then eliminate the red heavy bomber to move on the next era – and more action!

1970: The enemy is more sophisticated now! Eliminate swarms of helicopters. Dodge their heat-seeking missiles. The more choppers you down, the closer you come to success. But face the double-prop helicopter before pushing forward in time once again.

1985: You've reached the final and future battle! Duel against swirling waves of jet fighters. With speed, sharp aim, and infra-red homing missiles, these are awesome opponents. But victory is not yours until you've downed the dreaded black jet bomber! Are you up to this challenge?

GETTING READY TO PLAY

ALWAYS MAKE SURE THE CBS COLECOVISION™ CONSOLE IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

Choose your challenge.

Press the Reset Button and the Title screen for TIME PILOT™ appears on your TV. Wait for the Game Option screen to appear. It contains a list of eight game options.

- Skill 1** (Game Options 1 and 5) is the easiest, suitable for play by beginners.
- Skill 2** (Game Options 2 and 6) is harder, but not as demanding as the arcade version of the game.
- Skill 3** (Game Options 3 and 7) plays much like the arcade version of TIME PILOT™.
- Skill 4** (Game Options 4 and 8) is the toughest challenge of all! Do you dare face it?

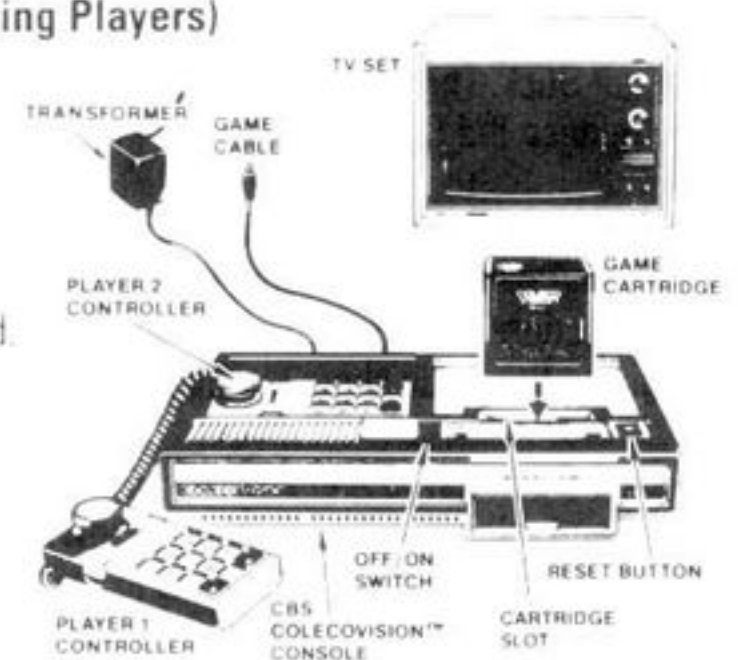
Select a game option by pressing the corresponding number button on either controller keypad.

One-Player Game

Use the Port 1 controller.

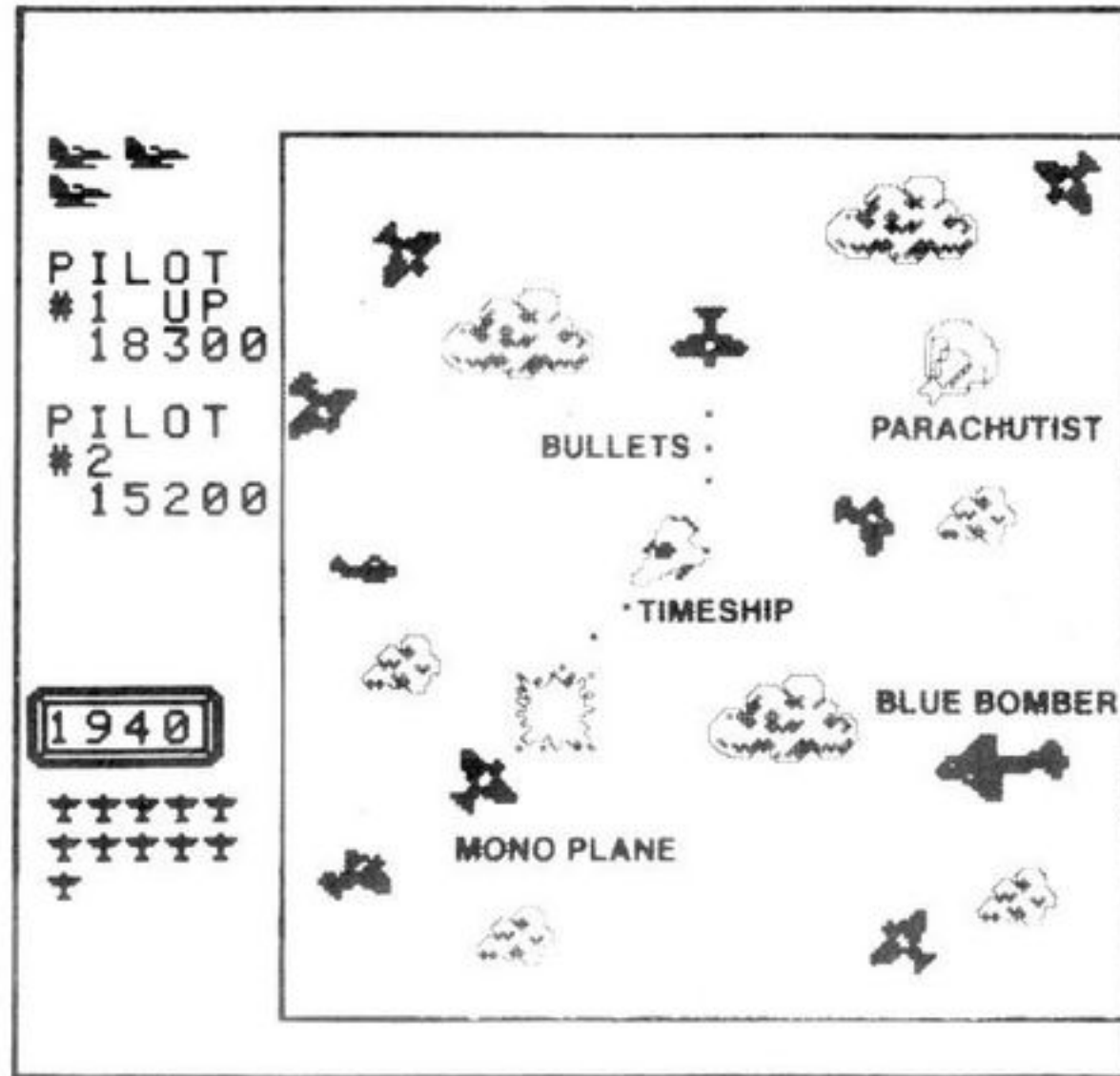
Two-Player Game (Alternating Players)

Players take turns. Player 1 uses the Port 1 controller; Player 2 uses the Port 2 controller. Player 1 begins and each turn lasts until the player's Timeship is eliminated.



Hit the dirigible.

As you eliminate enemy planes, the Enemies Remaining indicator decreases. When the indicator is empty, the dirigible flies into view. Your Timeship must hit the dirigible five times to complete this stage of battle. Colliding with it also does the job – but you lose a Timeship in the process!



It's 1940!

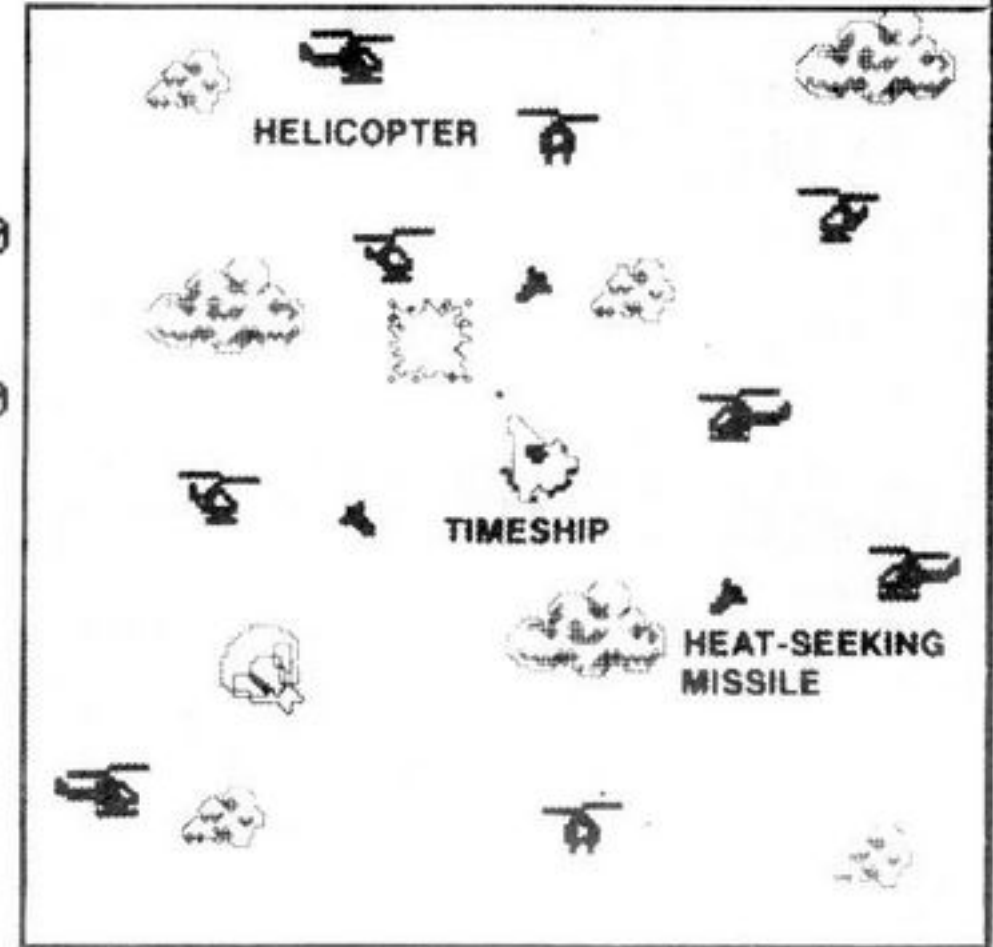
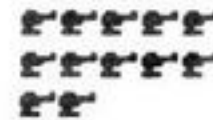
Your Timeship breaks out of the time trap and moves on. Enemy biplanes are replaced by monoplanes and blue bombers. Shoot the monoplanes to shrink the Enemies Remaining indicator. Attack the blue bomber to build up your score. You must hit it four times to knock it out of action. But your battle's not done yet. There's the red heavy bomber to sack!



PILOT
#1 UP
24100

PILOT
#2
19000

1970

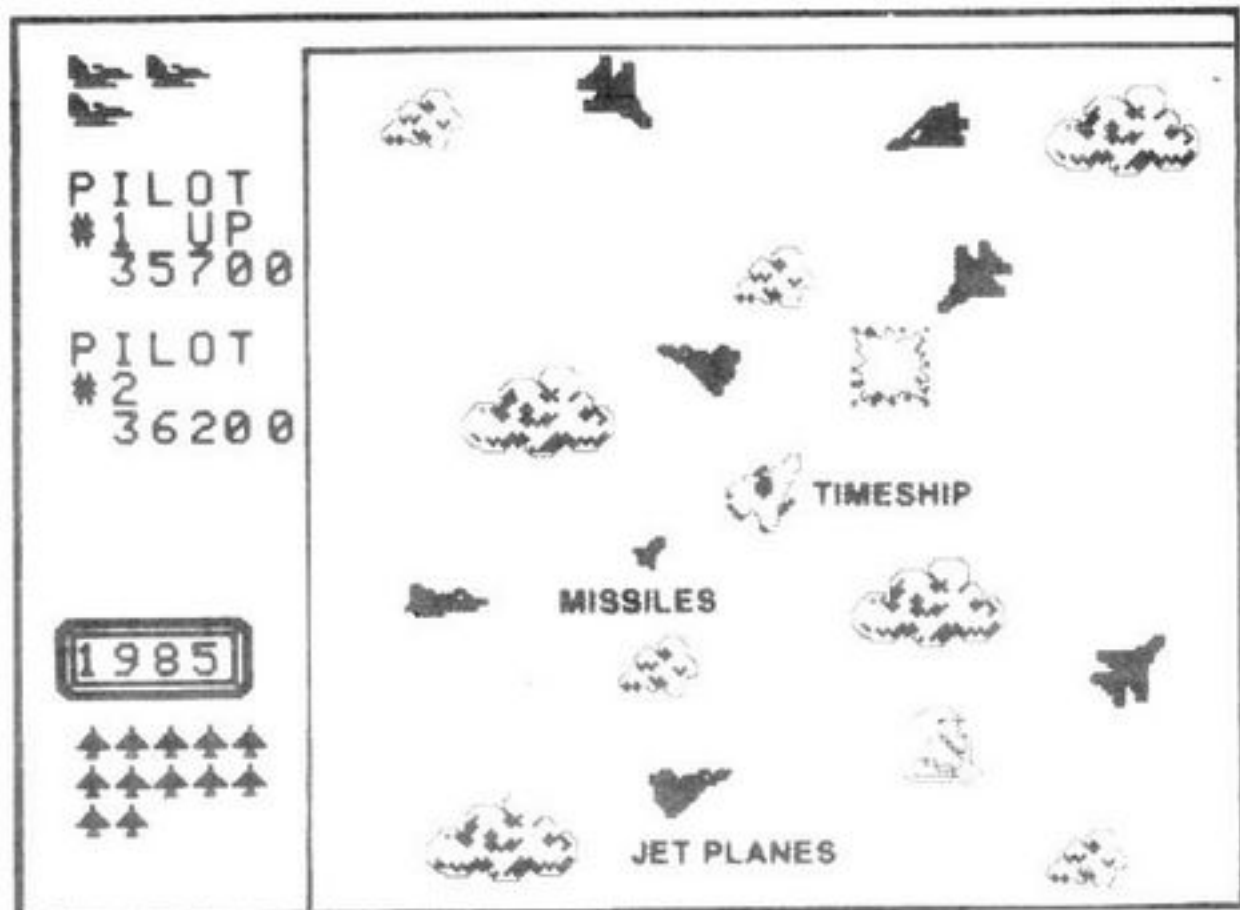


The chopper 70's.

Made it through the time warp? Look what you face now: a swarm of buzzing helicopters! Maneuverable, unpredictable, each helicopter threatens your Timeship. Watch out for their heat-seeking missiles – or you won't make it to '85. Don't forget the double-prop chopper. Hit it five times to break out of the time trap. (No missiles in Skill 1, Round 1.)

Meet your match!

It's superjet 1985. High-speed jets battle your Timeship. Be quick! Keep firing. Dodge! Those missiles are more deadly than ever. And fast. Eliminate the black jet bomber to earn your wings! (No missiles in Skill 1, Round 1.)



Advance and be proud.

You earn wings when you complete one full round (four time periods). Each succeeding round yields more valuable decorations. What can you achieve?



Special Pause Feature

Press * during a game to pause. The screen blanks and music plays. Press → again to return to the game at the point where you stopped. There's a slight delay before the action begins again.

Starting over

The adventure ends when all your Timeships are eliminated. Press * at game's end to replay your option. Press # to go back to the Game Option screen to choose another challenge.

Reset

The Reset Button on the console stops the game and returns you to the Title screen. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

SCORING

TIMESHIP ELIMINATES:

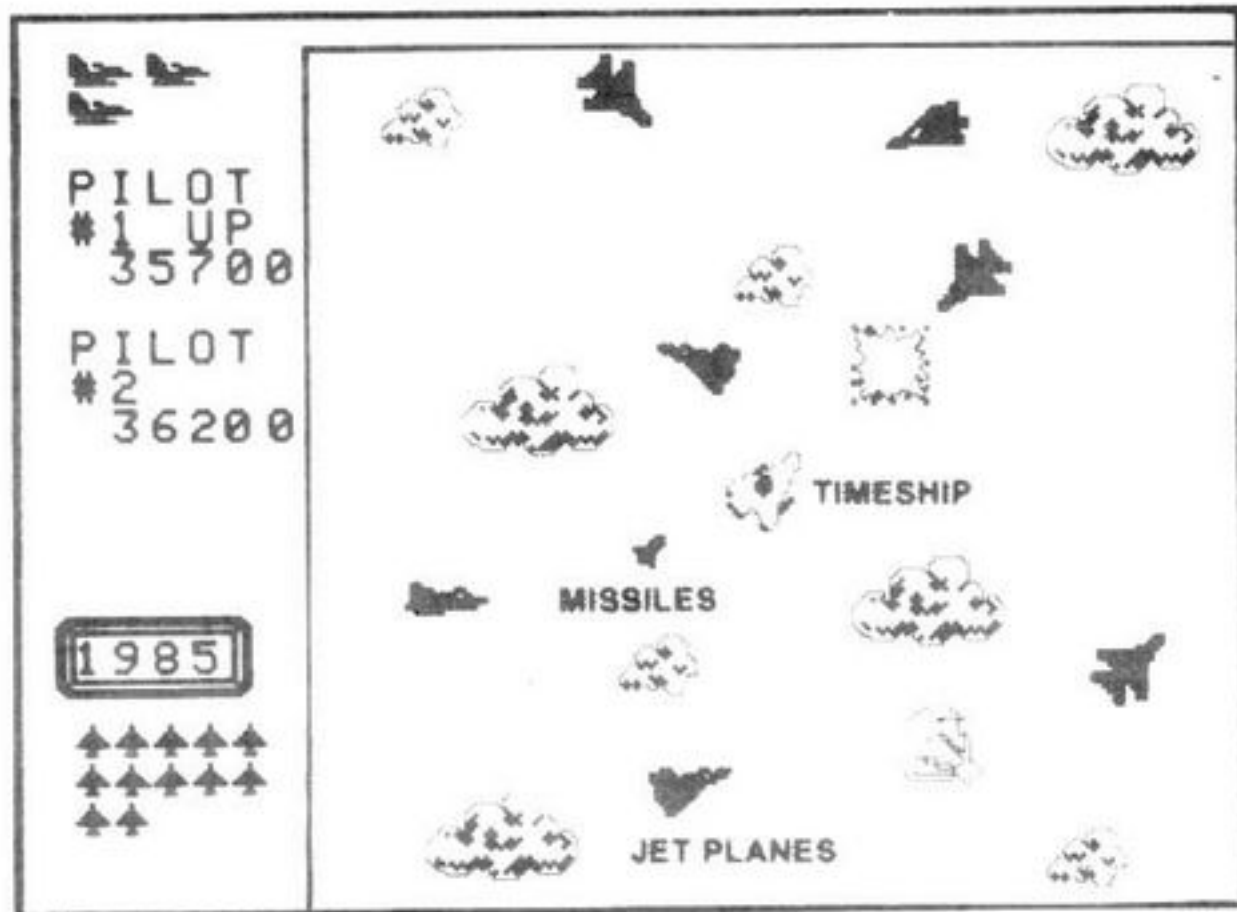
POINTS EARNED:

Enemy Plane	100
Hand Bomb	100
Heat-Seeking Missile	100
Blue Bomber (1940)	500
Dirigible	3000
Red Heavy Bomber	3000
Double-Prop Helicopter	3000
Black Jet Bomber	3000

Bonus!

You earn bonus points for eliminating every plane in a formation:

Formation of 3 planes	1500
Formation of 4 planes	2000
Formation of 5 planes	2500



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FULL WINGS



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Parachutists

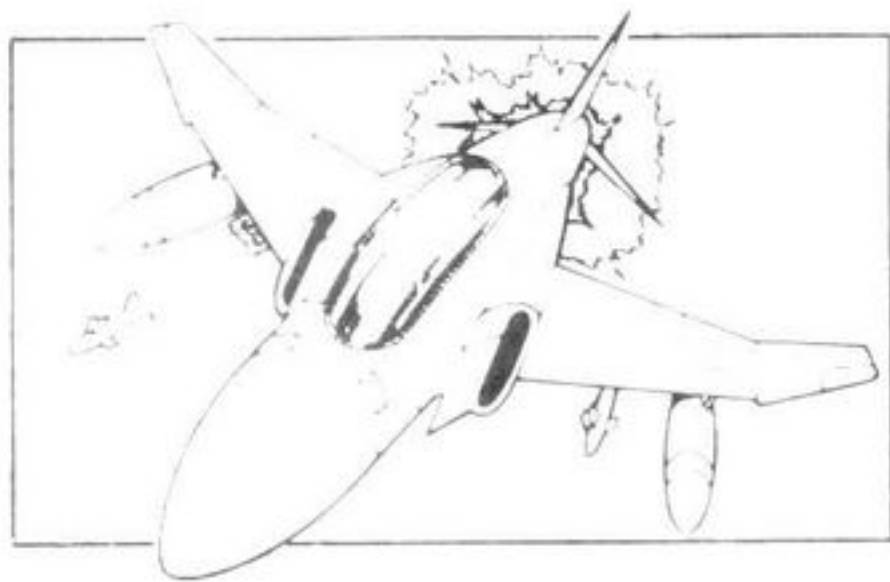
The first parachutist your Timeship rescues is worth 1000 points. The second parachutist saved during the same turn earns 2000 points. The third parachutist is worth 3000 points, and so on. If your Timeship is eliminated, the first parachutist rescued in your next turn is worth 1000 points once more.

How many Timeships?

Each player begins with five Timeships. Players earn an extra Timeship when their score reaches 10,000 points, 30,000 points, and at every 20,000 points thereafter.

THE FUN OF DISCOVERY

This instruction booklet provides the basic information you need to start playing TIME PILOT™, but it is only the beginning! You will find that this cartridge is full of special features to make TIME PILOT™ exciting every time you play. Experiment with different techniques – and enjoy the game!



Look out for new CBS Electronics videogame cartridges for the leading videogame systems. Cartridges already available or coming soon are listed below. These games are based on the popular arcade game versions.

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by EXIDY

VENTURE™

CARNIVAL™
by SEGA

GOSMIC AVENGER™
by UNIVERSAL

GORF™
by BALLY MIDWAY

DONKEY KONG™
by Nintendo

Lady Bug™
by UNIVERSAL

TURBO™
by SEGA

WIZARD OF WOR™
by BALLY MIDWAY

ZAXXON™
by SEGA

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