COLECO VISION®

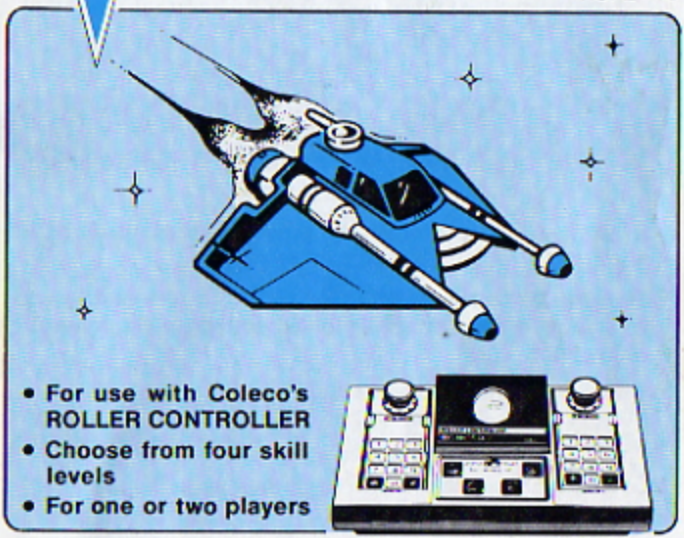
Guide No. 14338

CARTRIDGE INSTRUCTIONS

VICTORY™

by [redacted]™

No. 2446



- For use with Coleco's ROLLER CONTROLLER
- Choose from four skill levels
- For one or two players

Your planet has been overrun by an alien force that uses radar, rockets and cloaking devices for defense. You must stop them! Fire your lasers to eliminate the aliens. If the going gets rough, put up your Shields or trigger your Doomsday Device.

COLECO

GETTING READY TO PLAY

ALWAYS MAKE SURE THE COLECOVISION® UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

Choose your challenge.

Press the Reset Button. The Title Screen appears on your TV. Wait for the Game Option screen to appear. It contains a list of eight game options, numbered 1-8:

Skill 1 (Game Options 1 and 5) is the easiest, suitable for beginners.

Skill 2 (Game Options 2 and 6) has faster action than Skill 1.

Skill 3 (Game Options 3 and 7) presents an arcade-style challenge. Enemies are more dangerous than in previous skills.

Skill 4 (Game Options 4 and 8) is the toughest challenge of all.

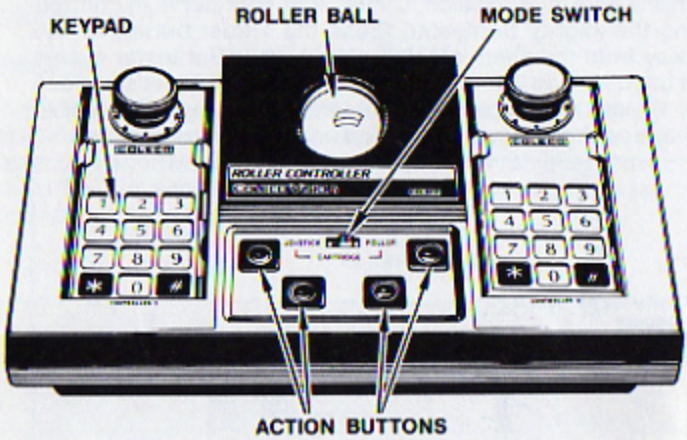
Select a game option by pressing the corresponding number button on your controller keypad.

One-Player Game
Use your Roller Controller for arcade-style excitement and enjoyment.

Two-Player Game (Alternating Players)
Players take turns using the Roller Controller. Player 1 begins, and each turn lasts until the player's Battlestar is eliminated.

USING YOUR CONTROLS

Attach the Roller Controller as explained in its owner's manual.



1. **Mode Switch:** Slide the Mode Switch to "Roller" mode.
2. **Roller Ball:** Spin the Roller Ball to aim your Battlestar in any direction you want to fire or thrust. Up, down, side-to-side, even diagonals are just a roll away!
3. **Action Buttons:**

   THRUST: Press the right upper Action Button to Thrust and to turn your engines on and off. To stop, hit the right upper Action Button once more.

   FIRE: Press the lower right Action Button to fire at your enemies. Each press of this Action Button releases two laser blasts.

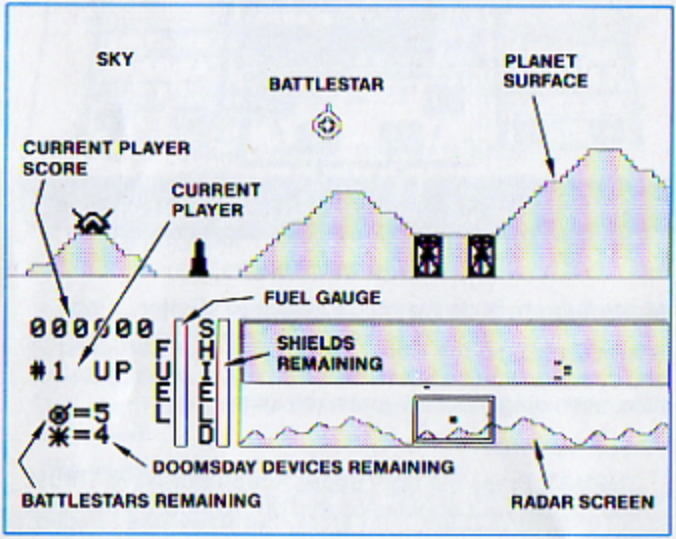
   DOOMSDAY DEVICE: Press the lower left Action Button to eliminate all enemies on the screen.

   SHIELDS: Press the upper left Action Button to protect your Battlestar from every enemy, including collision with the planet surface!

HERE'S HOW TO PLAY

Control your Battlestar.

This is your first mission, Cadet. Test your nerve in controlling the mighty Battlestar. Press the Thrust button to rise away from the alien-infested planet. Your Battlestar moves in the direction its weapon faces. Skim the planet's surface or fly into deep space. Try all directions — get the feel of those controls. Keep sharp. The enemy is on its way!



The Enemy Approaches.

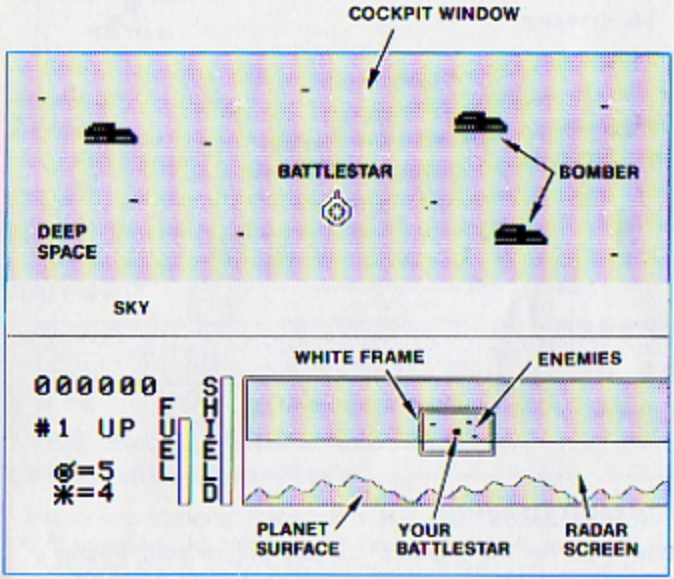
Train your eye to watch the Radar Screen. You can see the enemy's approach in advance. Your enemy looks like blips on the Radar Screen. But the real battle doesn't begin until the enemy enters the white frame in the middle of the screen. Beware! When the enemy enters the white frame, it can fire at you. Fire back!

Cloak and Danger.

Caution! The aliens have devised a clever cloaking device that renders some ships invisible! Watch those blips on the Radar Screen. As they approach your Battlestar in the white frame, some may switch on the device and shed their visibility!

Attack!

Put up your shields or eliminate all enemies in the Cockpit Window with your Doomsday Device. But remember — you have only four Doomsday Devices and four Shields. Save them for the right moment. Hold the enemy off with laser bullets as long as you can!

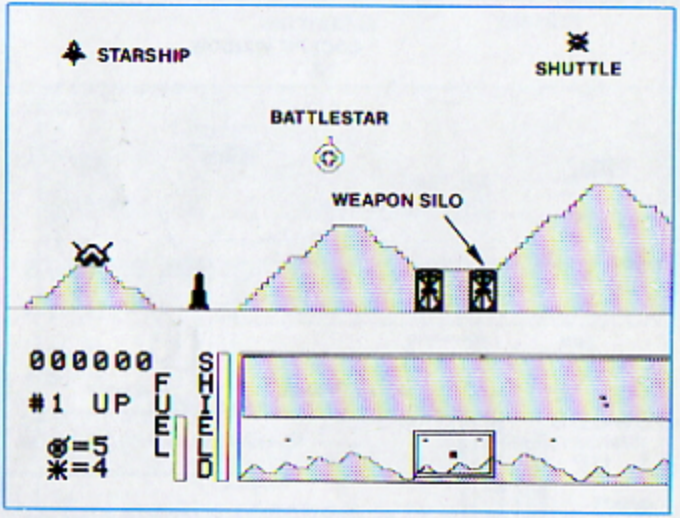


Bombers.

Here comes the enemy and it's looking for you: Bombers attack in formation. Beware! They like nothing more than to overlap so you can't see how many there are. Wait until a group enters the Cockpit Window, then hit the Doomsday Device to knock them out all at once.

Quirky Quarks!

A "Yellow Alert" might occasionally flash on the screen. This is no idle warning! Invisible enemies hover nearby: They're the silent Quarks, the unseen alien force that tests you and toys with your nerves. Keep your eyes sharp, Cadet!



Cache on the line.

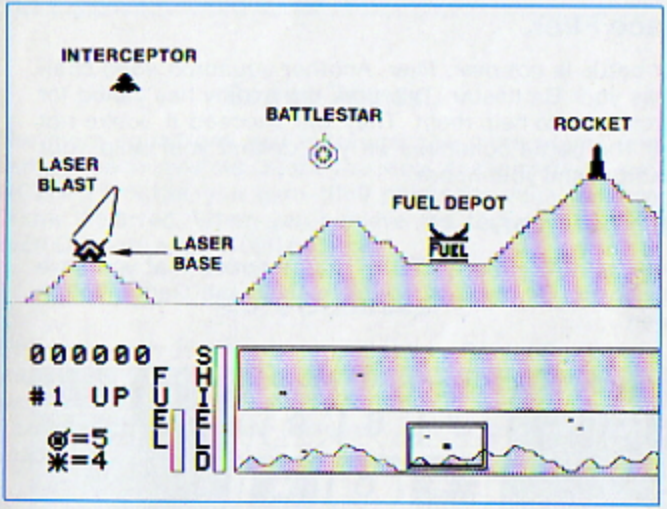
Those silos on the planet's surface house your enemy's weaponry. Don't let the aliens near them! Protect the planet with the techniques you've learned. This is no textbook exercise, Cadet!

Dauntless and Dawdle-less.

Don't dawdle. The longer you wait to eliminate the enemy squadron, the worse your situation can become. Starships attack. Shuttles dart in. Be quick and get them all!

Warning: Low Fuel!

When the low fuel warning sounds, you have only a few moments to save yourself. Dive to a fuel depot and fill up. If you delay, the Red Alert sounds. You can't move! Enemies attack in groups. Fire! Only by eliminating the squadron can you survive.



Rockets and Laser Bases.

Those docile-looking Rockets and Laser Bases can be deadly enemies. Approach a Rocket and it fires away. Get near a Laser Base and it can blast your Battlestar to smithereens. You can eliminate the Rocket, but it's not part of the **active** enemy squadron. Avoid the Laser Bases. There's **no** way to knock them out!

Unseen, unheard, unknown.

As you eliminate enemy squadrons, you prevent the cloaked Quarks from materializing. Collect your reward in Bonus Points. The more squadrons you eliminate, the greater your point gain!

Move up, move on.

If you're good, you'll not remain a Cadet forever. The greater your success, the better your chance for moving up in command. Start out as Cadet, then move up to Flier, followed by Squadron Leader, Wing Commander, and finally Ace!

Space Flier.

Your battle is not over, Flier. Another squadron soon challenges your Battlestar. This time the enemy has called for Interceptors to help them. They will succeed if you're not alert! The battle continues as you defend your ship, your squadron, and your honor.

Starting Over.

Press * to replay the VICTORY™ game option that you have just played. Or press # to go back to the Game Option screen.

SCORING

Battlestar Eliminates:	Points:
Rocket	50
Bomber	1000
Interceptor	1250
Shuttle	1500
Starship	3000

Bonus Points.

The more squadrons you eliminate, the more points you earn for each invisible Quark you stop. At the start of your VICTORY™ battle, you earn 1000 points for each invisible Quark thwarted. When you achieve the top rank of Ace, each Quark is worth 8000 points!

More Bonuses!

When you earn 35,000 points, you earn a Bonus Battlestar, one Doomsday Device, one Shield **and** 1600 points. Your next bonus comes at 100,000 points. From then on you earn a bonus each time you increase your score by 100,000 points.