SPECTRON™

FOR THE COLECO VISION VIDEO GAME SYSTEM

INSTRUCTION MANUAL

VIDEO GAME CARTRIDGE

Welcome once again all brave Spectrawarriors! Time and time again, you have turned back invading forces to protect the destruction of our homelands. Today we face a new challenge, a battle real for the ages. In the year 2051, a force appeared on the galactic horizon.

In a distant sector, there is a small planetary cluster known to the Spectrawarriors as Shalix. For years, a huge intergalactic fleet has been gathering by Shalix, seeking out the light years from their sun and seeking to conquer these planets. As a result, the forces of Spectra were called upon once again to protect the inhabitants of Shalix. They knew what they had to do. They would defend their home.

And so, they answered. They discovered the location of the Shalix Spectra mothership and prepared for battle.

Luckily, the Spectrawarriors knew what to expect. They had information that came in from a spy on the outskirts of the Shalix system.

FELLOW SPECTRAWARRIORS,

"The attack from Shalix will be extremely well-planned. They deploy their jets of attacking aircraft. But the truly scary thing is their sheer number. Once they arrive, Bombers and Stalkers will literally fill the skies of Spectra."

Your mission then, good Spectrawarriors, is clear: Protect your beloved homeworld and repel the invading forces from Shalix at all costs.
1. Hook up your COLECOVISION™ console to TV or monitor.
2. Make sure the console is turned off.
3. Insert your SPECTRON cartridge by firmly pushing it straight down into the cartridge slot.
4. Turn OFF/ON switch to ON after cartridge is inserted.
5. Skill level/Game Mode SPECTRON Selection — to keep you interested indefinitely, SPECTRON has 8 different levels, as fully described later. To select the level you want, just press the corresponding buttons on your keypad controller. You will hear several musical notes and the game will begin.
6. For a 1-player game, use the controller plugged into Port-1. For a 2-player game, Player 1 uses the controller plugged into Port 1; Player 2 uses the controller plugged into Port 2.
7. Pressing ★ after a game allows you to replay the same Game Option; pressing # after a game allows you to return to the Game Option screen.
Welcome once again all brave Spectrawarriors! Time and time again, you have turned back invading forces intent on the destruction of our motherland. You would think (hope) that there would be a little rest for the weary..... but there isn't! A new menance has appeared on the galactic horizon.

In a distant sector, there is a small planetary cluster known to the locals of that area as "Shalix." In the past ten years, a huge intergalactic dust cloud has been passing by Shalix, blocking out the light from their sun, and severely altering weather conditions. As a result, their food supply has dwindled to almost nothing, known as fierce warriors many zeons ago in pre-tertiary times, the inhabitants of Shalix have done what they had to do to survive: Rearm!! Now they must find new worlds to colonize.

And wouldn't you know it. They discovered the bounties of beautiful Spectra, and have zeroed in on us first!

Luckily, our scouts have same news on what to expect. This report has come in from a spy post on the outskirts of the Shalix cluster:

FELLOW SPECTRAWARRIORS:
"The Attack from Shalix will be extremly well-planned. They deploy two types of fighting aircraft. But the really scary thing is their sheer numbers: Once they arrive, Hombits and Sickers will literally fill the skies of spectron!"

Your mission then, good spectrawarriors, is clear: Protect your beloved motherland and repel the invading forces from Shalix at all costs.
ON THE HOME FRONT

(As we describe the following aspects of Spectron, keep referring back to the "Panel Indicators" diagram)

The important thing now is for you to capitalize on your biggest advantage: The fact that you are fighting from your home turf, which you know intimately.

SPECTRON FIGHTER You score points and destroy aliens by shooting up at them with your Spectron fighter. This powerful weapon is land-based, and fires high-speed rockets. It is very potent! You will have four chances in this game, each one represented by one Spectron Fighter. When one is destroyed by enemy fire, a new one will automatically launch from the launch pad on the lower left hand corner of the screen.

THE SHIELD You must never forget that the home base (the strip where your fighter shoots from) must be protected from enemy fire. The blue Shield will aid you tremendously here. This shield is divided into segments, so it cannot be wiped out all at once. It takes several enemy hits to destroy each segment. By moving your fighter left or right (remember all action is
joystick controlled) you can hide under this shield. On the other hand, you cannot shoot up through shield at the attackers.

THE WARNING TOWERS These two towers will flash on and off whenever you have less than three fighters left.

BOMBS IN BASE This is a critical thing to be aware of! Only certain types of invading forces can lay a bomb in your home base (see p.6), but once they do, it spells big trouble. Should you allow the attackers to lay more than nine bombs in your home base, the game will end immediately. Keep an eye on these planted bombs as you go along.

THE BAD GUYS The attackers from Shalix arrive in a mother transport that cruises across the top of your screen from time to time. Inside this huge transport are between 15 and 18 enemy craft. Always take a shot! One shot can wipe out a lot of aliens, and because of this, you get extra points.

There are basically two types in its flight patterns and is therefore less menacing. Inside this type of craft are the annoying Hobbits, the semi-trained Shalix warriors. The second type of craft is the type most feared. This type of craft is manned by the Shalix elite, the Sinkers. Their battle tactics are much more varied and difficult to analyze. Keep your eye on them!
MORE ON HOBBITS AND SINKERS As mentioned, the Hobbits are very irritating but they can be beat. They basically move only left or right on the screen, and drop their bombs straight down. The Sinkers, on the other hand, are less predictable. They can basically do everything the Hobbits can, but they can also dip down lower in the screen, and even lay bombs in your home base! The exact ways that the two different enemy craft attack in the different game modes are defined in the chart below.

THE LEVELS OF SPECTRON At the beginning of the game, a “Game Option” screen will appear, depicting the 8 modes (which include 4 different skill levels) possible. Choose the one you desire. Within each mode, there are 8 different attacking forms. In modes 1, 2, 5 and 6, the highest attacking form that can be reached is 6. In modes 3, 4, 7 and 8, all 8 attacking forms may be encountered if you advance that far. Advancement to another form is automatic when you wipe out all the enemy craft in the preceding form. The chart below describes the game action in all the different modes/attacking forms.

TO SELECT GAME OPTION,
PRESS KEY ON KEYBOARD.

1 = SKILL 1/ONE PLAYER
2 = SKILL 2/ONE PLAYER
3 = SKILL 3/ONE PLAYER
4 = SKILL 4/ONE PLAYER
5 = SKILL 1/TWO PLAYERS
6 = SKILL 2/TWO PLAYERS
7 = SKILL 3/TWO PLAYERS
8 = SKILL 4/TWO PLAYERS
THE EXCALIBUR EMBLEM

SCORING — Points are scored by shooting both invading aliens and
the mother transport in which they arrive.
Shoot 1 Hornbit .................................................. 30 points
Shoot 1 Sinker ....................................................... 50 points
Shoot 1 Mother Transport ....................................... 70 points

AWARDS — For successfully defending the planet Spectra,
courageous warriors will be accoladed the following
prestigious emblems:
0-1000 points ...................................................... Planet Patroller
1001-3500 points .............................................. Sinker Bouncer
3501-20,000 points ............................................ Champion of the Night
More than 20,000 points .................................. Excalibur Emblem

** BONUS POINTS:
In skill levels 1 and 2 (modes 1, 2, 5 and 6), you will
receive one bonus fighter and one bonus shield for every
three attacking forms you ward off.

In skill levels 3 and 4 (modes 3, 4, 7 and 8), you will
receive one bonus fighter and one bonus shield for every
four attacking forms you ward off.