

COLECOVISION™

# GULKNIVE™



SEGA®

Published by



## INSTRUCTION MANUAL

Thank you for selecting the Gulkave game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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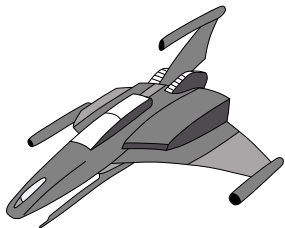
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# MISSION BRIEFING

## ENTRY DATE 255-45-09

"I just heard the latest news from the frontline. The Gulbas didn't just destroy Space Station Jupiter, they obliterated it. There's no such thing as diplomacy with the Gulbas empire, they just destroy and conquer, and as courageous as we humans are or want to be, we're simply outgunned and out-teked against an enemy who has been in the business of space war for centuries. Sometimes I think we wouldn't have attracted the attention of the Gulbas if we hadn't been in such a hurry to explore space and plant our flags on so many nearby solar systems. Now we're losing the war and I'm stuck at this secret base with a bunch of tek-heads while my buddies are out there, getting pounded. All my superiors say I'm the best pilot in the fleet, so why bench me like this?"



## ENTRY DATE 255-45-13

"They showed me the Zaiigar prototype today. Man, this thing is beyond cool. It's fast, maneuverable, and it's got the latest shield barrier tek, but the tek-heads really outdid themselves with the weapon system: The Zaiigar can actually collect Gulbas power chips and remodulate its own weaponry! I'll be starting simulator training tomorrow, and I can hardly wait!"

## ENTRY DATE 255-46-12

"We've received confirmed intel from the frontline: The Gulbas forces are regrouping around eight space fortresses, and they're getting ready for the final assault. Training time is over. We've received our mission orders and and I'll be launching with the Zaiigar tomorrow morning. This is probably a suicide mission, but they all tell me I'm the best, so I can't let them down. I just wish it didn't feel like the fate of humanity is resting on my shoulders."

# LAUNCH PREPARATIONS

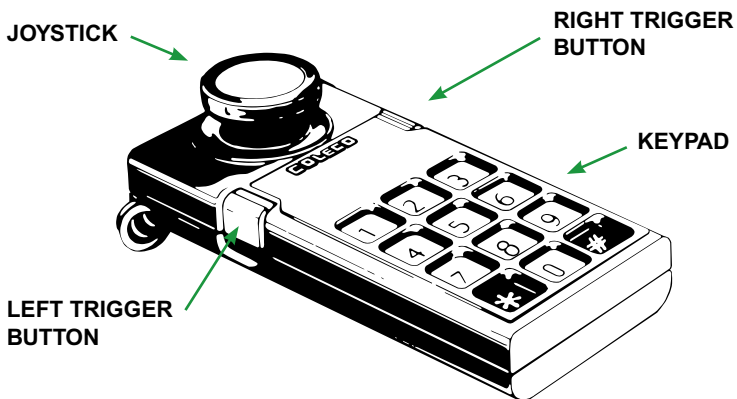
Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

Plug a compatible hand controller into joystick port #1. For a two-player gaming session, plug another hand controller into joystick port #2.

Any compatible controller should normally function with Gulkave, but if you use a third-party controller without a numeric keypad, you will not be able to pause the game during play. You can, however, plug a standard ColecoVision controller into port #2, and access the pause function via the numeric keypad on the second controller.

Insert the Gulkave game cartridge firmly into the cartridge port, with the label facing you.

Push the ColecoVision's (or ADAM's) power switch to the ON position to begin playing. (Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)



# USING THE CONTROLLER

## TITLE SCREEN

From the title screen, you can start a new game by selecting **GAME START**, or continue the previous game session by selecting **CONTINUE**. Move the joystick up or down to move the Zaiigar cursor next to the desired option. You can also view the high score table by moving the joystick to the left. While the high score table is displayed, move the joystick up or down, or press either trigger buttons to return to the title screen.

To start a new one-player game, select **GAME START** by pressing any trigger button on player 1's controller. To start a new two-player game, select **GAME START** by pressing any trigger button on player 2's controller. In the two-player game, players take turns playing the game: When one player loses a Zaiigar ship, control is given to the other player.

To continue a previous game session (at the beginning of the act where you lost your last reserve ship) select **CONTINUE** by pressing any trigger button on player 1's controller for a one-player game, or any trigger button on player 2's controller to continue a two-player game.

NOTE: If you have just turned on (or pressed the reset button) on your ColecoVision or ADAM, selecting **CONTINUE** will have the same effect as selecting **GAME START**.

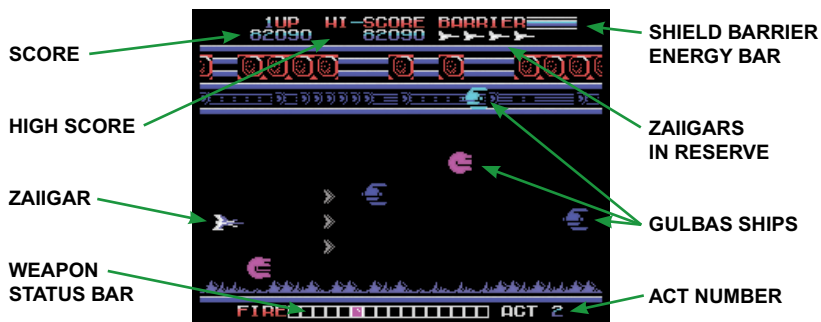
## GAMEPLAY

- Move the joystick in any direction to move your ship in that direction.
- Press the left or right trigger button to fire whatever weapon system is currently active on your Zaiigar fighter. Hold down the trigger button for continuous fire.
- Press the [\*] key on the numeric keypad to pause the game at any time. Press the [\*] key again to resume play. This works on both controllers.

After your game session has ended, if your final score is high enough, you will be invited to enter your initials on the high score table. Go to page 10 for more information about entering your initials using the controller.

# DESTROY THE 8 FORTRESSES!

The game is divided into 30 “acts”. If you survive long enough to reach the end of an act, you will automatically move on to the next. The 8 Gulbas fortresses, which are your main mission targets, are located at the end of acts 2, 6, 10, 14, 18, 22, 26 and 30. To destroy a Gulbas fortress, you must destroy all of its energy generators and weaponry.



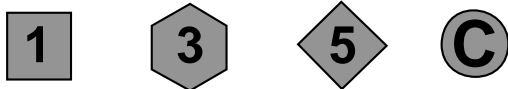
Your Zaiigar ship can move freely around the screen. In order to survive, you must evade enemy projectiles and avoid collisions with Gulbas drones and fighters, while using your ship's weaponry to shoot down as many enemies as you can. Other obstacles such as floating blocks must also be either destroyed or avoided.

Your Zaiigar ship is equipped with a shield barrier which provides limited protection against Gulbas attacks. The “BARRIER” energy bar at the top-right corner of the screen indicates the state of your shield barrier, and energy will be drained from it each time your Zaiigar fighter is damaged. When the energy bar of your barrier is empty, the next enemy hit will destroy your ship. Each time you pick up a Gulbas power chip along the way (see next page for more details) your shield barrier receives a small recharge.

You start the game with 3 ships in reserve. If you run out of reserve ships, the game is over. You will get a bonus ship when you reach 30000 points, another at 80000 points, and then another bonus ship every 80000 points.

# ZAIIGAR WEAPONRY UPGRADES

When you destroy Gulbas spacecrafts, they occasionally turn into flashing blocks. Shoot these blocks to release the power chips inside, which appear as floating numbered icons. Touch these icons with your Zaiigar fighter to pick them up before they disappear off the left side of the screen.



The weapon status bar at the bottom of the screen indicates which weapon is currently active on your Zaiigar fighter. When you pick up a power chip, the pointer on the weapon status bar moves to the right by the number of points indicated on the power chip. For example:



If the pointer moves beyond the right side of the status bar, it wraps around back to the left side. The weapon upgrade (or downgrade) that you get depends on the new position of the pointer. The available weapon types are listed below:

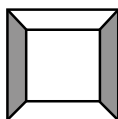
- SINGLE MISSILE: Basic weaponry, small but effective.
- BIG BALL BLASTER: Shoots balls that can be directed up or down.
- TWIN BEAM MK-1: Shoots two beams for increased firepower.
- TWIN BEAM MK-2: More powerful version of the TWIN BEAM MK-1.
- WIDE BLASTER: Shoots three beams for increased vertical range.
- SCREEN ERASER BLASTER: Shoots five beams for maximum vertical range.
- LASER: Laser beam traverses the screen at high speed.
- FIREBALL BLASTER: The most powerful weapon, totally unstoppable!

When your ship is destroyed and a new ship is taken from your reserves, you always restart with the SINGLE MISSILE weapon equipped.

The fourth power chip, marked "C", is actually a super bomb that will destroy every Gulbas ship present on the screen when you pick it up.

# THE GULBAS FLEET

The Gulbas fleet is composed of many types of space drones and fighters. Some of them are presented below, together with the points you get from destroying them. This list is incomplete, however, so expect the unexpected!



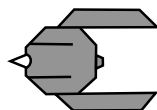
**PARBO**  
100 pts



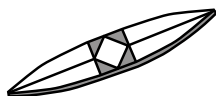
**ZOLLI**  
80 pts



**KUKA**  
80 pts



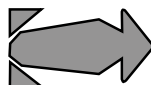
**BAGI**  
100 pts



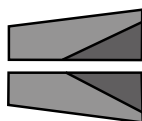
**ZOLLA**  
80 pts



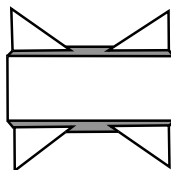
**LOPELIO**  
200 pts



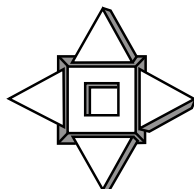
**TERIZ**  
90 pts



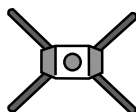
**DEGIO CALTO**  
120 pts



**ZAMIE**  
500 pts



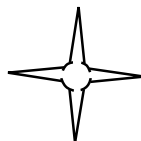
**CEPIE**  
600 pts



**TALIO**  
50 pts



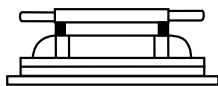
**SEDE**



**GELT**  
120 pts



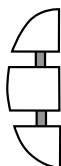
# THE GULBAS FLEET (continued)



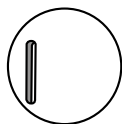
**FLA**  
90 pts



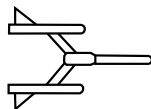
**HUM**  
300 pts



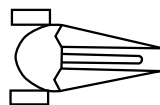
**ALUP**  
150 pts



**OFU**  
200 pts



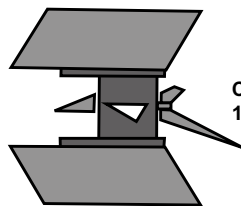
**TOCK**  
80 pts



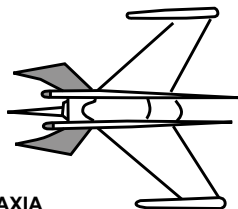
**FUZ**  
800 pts



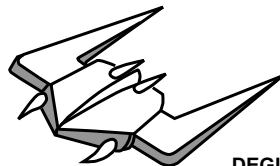
**HIZARV**  
1000 pts



**CEVIA**  
1000 pts



**OAXIA**  
1000 pts



**DEGIA**  
1000 pts

## SCORING

In addition to earning various amount of points by destroying Gulbas space-crafts, there are other events that help to increase your score:

Pick up a Gulbas power chip	2000 points
Destroy all enemies on screen by picking up a "C" power chip	1000 points per enemy
Destroy a full vertical row of grey PARBOs	1000 points
Reach the end of an act with some energy remaining in your shield barrier	100 points per notch of energy remaining
Reach the end of an act with your shield barrier at full power	10000 points
Destroy the correct blue PARBO when such PARBOs appear in pairs (the other PARBO is indestructible)	50000 points
Destroy any piece of a Gulbas fortress	200 points

## THE NEVER-ENDING BATTLE

After your game session has ended, if your final score is high enough, you will be invited to enter your initials on the game's high score table.

For each of the three available spaces, move the joystick left or right to scroll through the letters, then press either trigger buttons to select the desired letter. When you make a selection, the cursor moves on to the next space automatically. If you select the wrong letter, you cannot go back to fix your mistake, so enter your initials carefully.

Take note that any recorded high scores will be lost when you turn off your ColecoVision or ADAM, or when you press the reset button.

After the end of a game session, you will be taken back to the title screen. You can restart the game from the act where you lost your last ship by selecting **CONTINUE**, or start a new game (from act 1) by selecting **GAME START**. In either case, your score will be reset to zero when you begin your new game session and you will be given three new Zaiigar reserve ships.

## TIPS AND HINTS

Picking up every Gulbas power chip you come across is not always a good idea, as you may get stuck with a weapon upgrade that is ill-advised for the wave of Gulbas enemies you are facing. Properly managing your weapon status bar by skipping certain power chips, in order to keep the weapon you have or to get the weapon upgrade you really want, may increase your odds of survival.

SEDEs are immune to your weaponry. They will turn red and charge at you if they are hit by your weapons, and will cling to your Zaiigar ship to absorb energy from its shield barrier! If this happens, tap your joystick left and right rapidly to shake off the SEDE. It's best to avoid shooting SEDEs, and to evade them when they turn red and home in on you.

OFUs can only be destroyed by shooting into the opening in their round shells.

Aim at a HIZARV's head to destroy it.

Complete the mission and you will receive a special reward!

## TEAM PARTICIPANTS

- Eduardo Mello: Software port and beta-testing
- Sohei Kobayashi: Japanese manual translation
- James De Carlo: Japanese manual translation
- Luc Miron: Game manual, cart label, software beta-testing
- Troy Whelan: Software beta-testing
- Dale Crum / Doc4: Game manual layout (<http://doc4design.com>)
- Jean-François Dupuis: Printing services
- Harvey deKleine: Electronic sourcing and assemblies

SPECIAL THANKS: Guy Foster, Dan Ogradnick, Daniel Bienvenu,  
Omar Cornut and all AtariAge forum members.

### **UNLIMITED WARRANTY INFORMATION**

If your game cartridge should become defective at any point in time, contact Team Pixelboy by sending an e-mail to [pixelboy@teampixelboy.com](mailto:pixelboy@teampixelboy.com). The proper course of action (for the repair or replacement of your game cartridge) will be determined in all deliberate speed. Please keep in mind that you may (and probably will) be required to pay shipping fees. Replacements for boxes and manuals may or may not be available. Contact Team Pixelboy for information.

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